



# GAME MANUAL

## CROWN OF GLORY™







# CROWN OF GLORY

*Europe In The Age Of Napoleon*

## *Game Manual*



# Contents

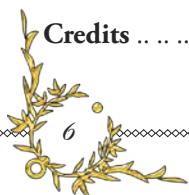
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## Installation

Please ensure your system meets the minimum requirements listed below. To install the game, insert the CROWN OF GLORY CD into your CD-ROM drive. If you have disabled the Autorun function on your CD-ROM or if you are installing from a digital download, double-click on the installation archive file, double click on the Setup.exe file then double click on the file that is shown inside the archive / that is located on your CD. Follow all on-screen prompts to complete installation.

## Uninstalling the game

Please use the Add/Remove Programs option from the Windows Control Panel to uninstall the game.

## Product Updates

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. Keeping up with these updates is made easy and is free by signing up for a Matrix Games Member account. When you're signed up, you can then register your Matrix Games products in order to receive access to these important game-related materials. Doing so is a simple two step process:

### **Sign Up for a Matrix Games Member account –**

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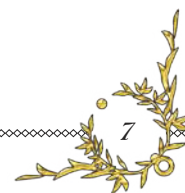
Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking **My Games**. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that takes you to a page that has all the latest downloads, including patches, for that particular title.

Remember, once you have signed up for a Matrix Games Member account, you do not have to sign up again – at that point you are free to register for any Matrix Games product you purchase. Thank you and enjoy your game!

## Game Forums

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there.

Go to <http://www.matrixgames.com> and click on the Forums hyperlink.







## 1. Basics

### 1.1. Introduction

Crown of Glory is an historical empire-builder and military simulation set in the Europe of the Napoleonic Era—the period covering 1800-1815. Players control one or more of the great national powers—France, Britain, Prussia, Austria, Russia, Spain, Sweden, and Turkey—wielding authority over their nations' social, economic, mercantile, military, and diplomatic spheres.

At the strategic level, Crown of Glory is played in a turn-based manner on a map of Europe and North Africa divided into movement areas. At this level each turn represents one month of game time.

In a typical turn at the strategic level a player might do such things as:

- Assign generals to armies and corps
- Move military units and trading vessels
- Set military production
- Choose military upgrades
- Manage supply chains
- Re-allocate the division of labor in a province
- Propose new trade routes
- Direct economic improvements in a province
- Send diplomats off to perform one of many diplomatic tasks, such as foment an insurrection, spy, or foster goodwill
- Plant rumors to mislead other players
- Draft a treaty to propose to one or more other players
- Dispense wealth to smaller countries in an attempt to secure their allegiance

Players can choose to resolve battles either in a simple “quick combat” grid, or in detailed tactical combat. In detailed tactical combat, battles are resolved in a turn-based simulation played out on a randomly generated hex map at the division/brigade level.

In a typical turn at the tactical level a player might:

- Change a unit's formation
- Fire or charge on an enemy position
- Attempt to rally a disordered or broken unit
- Deploy or recall skirmishers
- Re-supply a unit from a supply caisson
- Order a unit to cross a ford in a river
- Move a general into command of a new unit
- React to changes in weather or the onset of nightfall
- Call for reinforcements from neighboring provinces
- Exploit concealment granted by lingering battlefield smoke

The goal of Crown of Glory is to accumulate Glory. Glory is a measure of the greatness and renown of a nation across all spheres of activity: the culture of its cities, the success of its diplomats, the happiness of its citizenry, the success of its trade and economy, the goals secured in its national interest, foreign cities captured in siege, and enemy armies driven from the field of battle.

### 1.2 Main Menu

On beginning a new game of Crown of Glory, you will be presented with an opening screen.



At the bottom of this screen you will find the Main Menu buttons, which are as follows:

#### 1.2.1 Local Game

This option begins either a new single-player game, or a new all-local hot-seat game. A hot-seat game is a multi-player game played on one computer, a game in which players alternate sitting in the “hot seat.”

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After Local Game is selected, a Setup Local Game screen is opened that allows the player or players to:

- 1) choose which nations will be under human control
- 2) set the names of the leaders of the nations
- 3) choose a game scenario, and
- 4) set the AI game difficulty level.
- 5) set the game length
- 6) determine the victory condition



- 1) Choose which nations will be under human control by clicking the “Computer” button beside each nation’s name. You can toggle this button between the “Computer” setting and the “Human” setting by clicking on it.
- 2) Set the names of the leaders of the nations by clicking on the box containing the name of the leader, on the line for the nation. The box will then be highlighted in grey, and you can delete and type in whatever name you choose using the keyboard. You may also leave it as is.
- 3) Crown of Glory allows the player to choose one of several starting scenarios that correspond to various years throughout the Napoleonic era. The 1820 scenario is not quite historical, but has been designed as a balanced game, in which the national powers begin on a roughly equal footing. Choose the scenario by clicking on the Scenario button. You’ll get a pop-up menu of scenarios. Click on the desired scenario, and then click “OK”. The scenario listed will then update on the Setup screen. You can also leave it as is, and the game will default to the scenario displayed.
- 4) Set the difficulty level in a similar manner, by clicking on the Difficulty button and choosing the desired difficulty level from the pop-up screen. You can also leave it as is, and the game will default to the level displayed.

- 5) Likewise, set the game length by clicking on the Game Length button, and picking from the list. Use the scroll bar on the right-hand side to scroll down the list if necessary.
- 6) Finally, you can choose what conditions will determine the winner of the game, in terms of Glory points.

When you’re finished setting up the game, click “OK” to proceed to the game itself.

### 1.2.2 Load Local Game

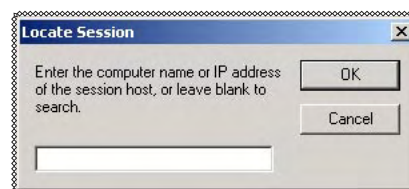
This allows the player to resume a previously saved single-player or local hot-seat game. A Windows menu will open up to your saved game folder, and you may pick the game you want from the list.

Note: to load a previously saved multi-player game, the player on the computer that is acting as the server begins a new multi-player game using the Remote Game option described below. Once the multi-player game is begun, he loads a saved game, as described above. The game data is then broadcast to all other players.

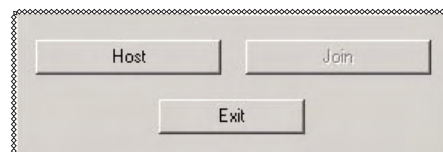
### 1.2.3 Remote Game

This option opens a menu that presents options for selecting the medium of remote game-play, such as LAN (local area network), TCP/IP (for internet play), serial connections, and so forth.

You may be prompted to enter an IP address. Enter one as necessary, otherwise simply click “OK”.



an existing server running on the medium he has chosen.



After a player has chosen the remote medium, he is then prompted whether he wants to act as the server and host a new game, or whether he wants to connect to



After a player chooses either to host a game or to join an existing server, he is presented with the Multi-player Setup Screen.



This screen allows each player to choose one or more nations to control during the course of the game, and allows the server player to choose a game scenario and to set the game's difficulty level, all as described above in the Local game section. Each player then clicks "OK" on his setup screen to proceed to the game.

## 1.2.4 PBEM

Crown of Glory supports a play-by-email mode. See the section at the end of the Appendix on PBEM for details.

## 1.2.5 Exit

Quits the game and returns to Windows.

# 1.3 Main Screen

## 1.3.1 Layout

You will see the main strategic map of Europe occupying most of the screen, divided into provinces.

Below this is a control box, with information about the provinces. To the right of the control box is a small zoom map of Europe, which you can click to zoom in and out of a larger view. Use the small plus sign ("+") and minus sign ("-") on the right-hand side of the zoom box to control the zoom. You may also use the wheel-mouse when the mouse-cursor is located in the area of the zoom map to zoom in and out.

To the left of the control box are several buttons which you will use to control the game. One of these is the Game button; click it to view a pop-up menu of game options. If you



ever need to save a game, open a saved game, end the game, or exit the program, use this button.

The remaining features and controls are described throughout the manual below, beginning with the main strategic map.

## 1.3.2 The Strategic Map

### Political Entities

There are eight nations in the game: France, Britain, Sweden, Prussia, Austria, Russia, Spain, and Turkey.

There are also numerous independent countries--Baden, Naples, Egypt, etc.

In general, the game is visually represented at the strategic level by units and provinces.

### Units

Units are represented by human figures, according to the type of unit represented. There are several different kinds of units: military troop units, such as cavalry and infantry; generals; diplomats; and ships. Each has its own figure. Multiple units in the same place are represented by a single figure, called a stack.

### Container Units

Units can be combined into a container unit—an army, a corps, or a fleet. Armies, for example, are represented by a flag on the strategic map. We will cover these different container units below.

### Provinces

Provinces represent the geographical and political regions of Europe and the Ottoman lands during the Napoleonic era. Each province has a capital city.

## *City Units*

Each city is itself another type of container unit, into which other units may be placed. This will also be covered below.

## *Fog of War*

A nation can only see into certain provinces on the main map of Europe. Provinces which remain obscured from a nation's view are said to be under the fog-of-war (FOW).

Non-container units controlled by a nation all penetrate the fog-of-war to a distance of one province. Each unit, however, has a small chance of penetrating the fog-of-war to a depth of one additional province in a random direction, so that a nation always has a chance to get a small glimpse beyond enemy lines.

Diplomats can both obscure provinces using fog-of-war and reveal them. See the section Diplomats below for more information.

## *Attitude*

Countries hold positive or negative attitudes towards the player nations. If this attitude is very strongly in a positive direction, a small flag of the favored nation will appear over each province of that country, to indicate its strong favor for that country.

## 1.4 Turn Structure

Each turn of the game represents one month of simulated time.

Each turn consists of two main phases:

- 1) the Order Phase
- 2) the Movement Phase.

### 1.4.1 Order Phase

During this phase players issue orders to the units under their control. No order is actually carried out during this phase, though the interface will often depict orders as if they had actually occurred. For instance, if a player orders a unit to move from Switzerland to Tyrolia, the unit will be re-drawn in the destination province—Tyrolia; however, the unit is not yet actually located in Tyrolia. This will occur during the Movement phase, after every order has been given.

In remote multi-player games, all players issue their orders on their own computers simultaneously. After all orders have been submitted, the game proceeds to the Movement Phase.

### 1.4.2 Movement Phase

This is the phase in which the orders players issued to their units are carried out. The sub-phases of the Movement Phase are:

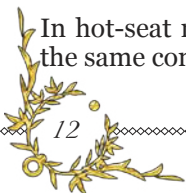
- a) Sieges – units unopposed by enemy units besiege enemy cities;
- b) Diplomats – Diplomat units perform their special orders;
- c) Movement Sub-Phases 1-6 – units move and do battle during the last six sub-phases:
  - 1) Political – declarations of war come into effect, offers of alliance and surrender are made;
  - 2) Income – provinces, colonies, and merchant ships produce income for the nations that control them;
  - 3) Upkeep – nations pay to support units, maintain depots, uphold treaty clauses, and to consume luxuries;
  - 4) Weather – a new weather pattern is generated for the upcoming turn;
  - 5) Production – work proceeds on units and provincial development under construction;
  - 6) Treaty – newly ratified treaties come into effect, treaty clauses of existing treaties are enforced.

### 1.5.0 Mouse Controls

In general, you use your mouse buttons to perform the following types of actions:

- Left-click to select things;
- Right-click either to de-select things, or to get access to more detailed information and commands.

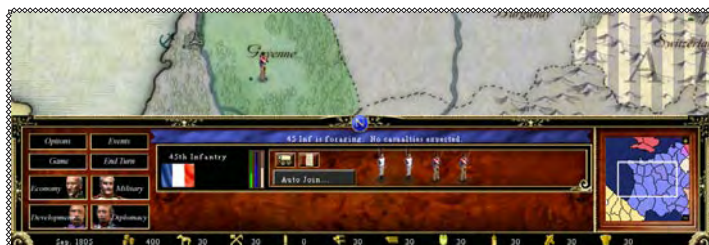
In hot-seat multi-player games, players alternate sitting at the same computer and issuing orders to their units.





## Examining Units and Provinces

Move the mouse-cursor over a unit or province to view information pertaining to that unit or province at the bottom center of the screen.



Units in cities cannot be examined in this manner. Examining units in cities will be covered in the section Unit Types and Detailed Unit Controls below.

## Selecting Units and Provinces

Select a unit or province by left-clicking on it.



Information and controls pertaining to the selected unit or province are displayed at the bottom center of the screen, surrounded by a green border, which indicates that the unit or province is selected. While a unit or province is selected, other units may not be inspected.

Moving the mouse when a unit is selected will display movement arrows for that unit. We'll cover this below in Issuing a Move Order to a Selected Unit.

## Stacks of Units

When more than one type of unit is located in the same province the units are drawn as a stack. Units are put into a stack with other units of the same category: for instance, all of a player's infantry are put into the same infantry-stack, regardless of whether a particular infantry is a guard unit, a militia, a regular infantry, a light infantry, or any other type of infantry. They are then represented by a regular infantry figure, wearing a uniform representing the nation to which they belong.

To select the first unit in the stack, left-click on the stack. Repeatedly clicking on the same stack cycles through the units in the stack.



## Selecting Multiple Units

Left-click on a unit while holding the CTRL key to select more than one unit.

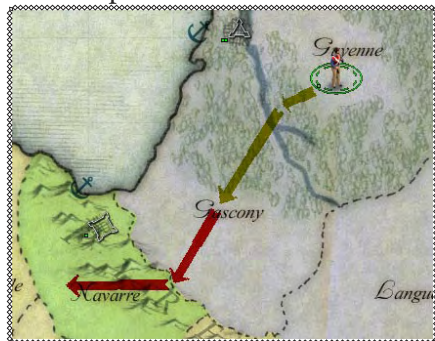


To select all the units in a stack, hold down the CTRL key while left-clicking on the stack-icon.



## Issuing a Move Order to a Selected Unit

After selecting a unit, move the mouse-cursor over the province to which you wish to move the unit. If a valid move-path (without geographic or political barriers) exists between the province containing the currently selected unit and the destination province beneath the mouse-cursor, then a path is



drawn between the two provinces consisting of arrows shaded between green and red.

A green-shaded arrow indicates easy movement between two provinces; a red-shaded arrow indicates more difficult

movement. Left-click on a province to issue the move order to the currently selected unit or units.

Units that have been issued movement orders are re-drawn in the destination province to indicate their destination; however, remember that these units will not attempt to move to the destination province until the Movement Phase, which occurs after all players have finished issuing all of their orders. (Note that during the Movement Phase a unit may fail in its attempt to move to its destination, as described below.)

After a move order is issued, the selection is cleared so that the player can easily select another unit.

To issue a move order without clearing the selection, move the mouse-cursor over a province—so long as it is a valid destination—and hit the 'm' key.

You can also order a unit to move to a province, but only if another friendly unit moves there first, by pressing the 's' key.

You may also specify a city, corps, or army as the an individual unit's destination.

## Attachment Boxes

Units are either individual, unattached units, whether alone or in a stack, or they are attached to container units (an army, corps, fleet, ship, or city).



Right-clicking on a unit figure on the map will open up a pop-up attachment box for that unit, showing a list of all the units which the unit figure represents on the map.

Each unit represented by the figure is represented by a bar with the unit's title.

## Selecting Units From Attachment Boxes

Right-clicking on a stack opens up an attachment box for the entire stack, showing all the units in the stack. From the stack attachment box, you can click on the bar for a specific unit to select that unit.



Right-clicking on a container unit will provide an attachment box for the container unit, from which one can select a specific unit in the same manner.

(More about container units and their attachment boxes can be found in the sections below.)

You can select multiple units from both stack and container unit attachment boxes by holding down the CTRL key, and left-clicking on the units you wish to select from the attachment box.



The attachment box closes automatically when the mouse-cursor is moved outside of the attachment box. Any units you have selected from it can then be given orders.

(Right-clicking on an individual unit will open up an individual attachment box, which can be used to select the unit, though it is never necessary to do so, since individual units can be individually selected from the strategic map.)

## Unselecting Units and Provinces

Hit the space-bar to de-select all units.

You can also right-click, as noted above, on a province to de-select a unit. Remember that right-clicking on a stack or container will open up the attachment box for that stack or container. Also, right-clicking on the controls at the bottom of the screen will not do anything, except for the thumbnail map, as specified above.

A unit that began the turn unattached is also de-selected when the player clicks (whether left- or right-) on the province that contains the unit.

## Attaching Units to a Container Unit

Cities, armies, corps, and fleets can have units attached to them. A unit attached to a city is considered to be inside of the city's walls; such a unit protects the city during sieges.

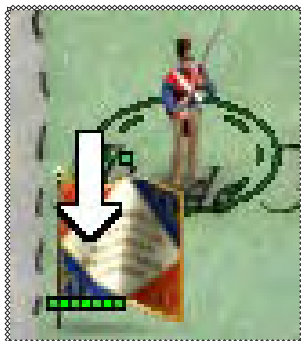
A unit attached to an army or corps is considered to be traveling with the army or corps; it moves as the army/corps moves.

A unit attached to a fleet travels with the fleet.

In reference to their ability to hold attached units, cities, armies, corps, and fleets are referred to as container units. Units must be in the same province as a container unit in order to be attached to them.

To attach a unit to a container unit:

- 1) If the unit is not already in the same province as the container, give a move order to place the unit in the same province as the container.
- 2) Select the unit and move the mouse-cursor over the container unit. If it is possible to attach the unit to the container unit beneath the mouse-cursor, the mouse-cursor will change to a down-arrow shape.
- 3) If and when you see the down-arrow, left-click to attach the unit.



Military units may also be attached using this method to fleets that are located in provinces containing port cities.

Note that some types of container units can have other container units attached to it—cities can contain armies, armies can contain corps, etc. However, armies cannot contain other armies, nor can they contain fleets. In addition, units on

loan from another nation cannot be attached to your units either way.

## Attachment Boxes for Container Units

Right-click on a container unit to open an attachment box that shows all of the units attached to the container unit. If the container unit itself has different container units attached to it, then these are also shown, with their own attached units. Each container unit will have a bar describing the unit (XV Army, for example), along with bars below it representing the units attached to the container.

Right-clicking on a province while holding down the CTRL key will open up an attachment box for the entire province, showing all units and container units for that province.



## Using the Container Unit Attachment Box

### Using the Attachment Box to Attach Units

If you have selected a unit from the main screen, and have opened up an attachment box for a container unit, you can drop the selected unit into the container unit by moving the cursor over the container unit that you wish to insert it in on the attachment box (army, corps, fleet, or city), until you see the down-arrow pointing to the appropriate container unit.

(If it is not valid to attach the unit to the container, note that you won't see the down-arrow.) Left-click to drop the unit into place.



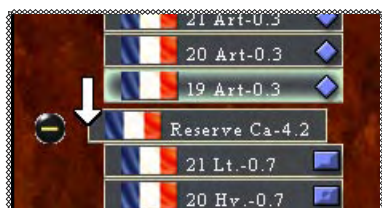


## Using the Attachment Box to Select Units

To select a unit from the attachment box, left-click on the unit's bar in the attachment box to select it. To select multiple units, hold down the CTRL key and left-click on the units you wish to select. You can then move the unit to a different container unit in the Attachment box as follows:

### Moving Units Between Container Units

After you have selected a unit from the attachment box for a container unit, move the mouse-cursor over another container unit in the attachment box. If it is valid to attach the selected unit to this container, then the mouse-cursor will change to a down-arrow.



In this case, left-click to change the attachment to this container.

Note that this procedure can be used to move a unit between any two sub-containers: for instance, to change attachments between an army and a corps that are both contained within the same city.

### Detaching a Unit from a Container

Right-click to open the attachment box for the container. Then, hold down the ALT key, and left-click on a unit to detach it from the container. This will immediately detach the unit from the container, and place it in the province, without further orders.

### Moving Troops via a Fleet

Military units—troops and generals—can be attached to fleets for transportation across sea zones. They are assigned to the fleet as with any other container unit; one troop unit is allowed in a fleet per ship, plus any number of generals.

### Unloading Units from a Transport

Select the military unit, or units, that you wish to unload (right-click on the fleet to open the fleet's attachment box and then select the unit or units you wish to unload). Then left-click on the desired adjacent province. Only the selected military units will be unloaded.

## 1.6 Unit Information and Detailed Controls

There are specific details and controls for both divisions and armies and corps, as well as for ships and fleets. We'll cover each in turn.

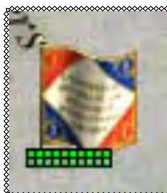
### 1.6.1 Divisions, Armies, and Corps

Divisions are the basic military unit. When unattached to another unit, they are represented on the strategic map by an appropriate figure (infantry, cavalry, etc.)

They into an army or corps, or assigned to a city or fleet, as outlined above.



Armies and Corps are container units into which divisions can be placed. They are represented on the strategic map by a flag.



Corps can be attached to other armies, but they cannot be attached to other corps, and armies cannot be attached to anything other than cities and fleets.

When you move the cursor over an unattached unit, detailed information about it is given in the control box at the bottom of the screen. If the unit is a stack, you'll see the information for the topmost unit within the stack. To select the details for a different unit, select another unit from the stack as described above in Stacks of Units

If the stack is in a city, you'll need to bring up the attachment box for the city to get details for the units in the city, and select the unit from the list to view its details.

### 1.6.2 Controls and Details for Divisions

Divisions can normally move up to 3 provinces per turn, except for cavalry, which can move up to 5 provinces per turn.



#### Name

The name of the unit will be provided in the control box, above the nation's flag.



## Unit Statistics

Next, you'll see three graph bars representing Strength (in green), Morale (in blue), and Initiative (in white). Note that if you move the mouse over each bar, you'll get a numeric value for the statistic.

### Strength

Strength is a measure of the men and equipment available to a division.

Infantry and cavalry units have a maximum strength of 10,000. For cavalry units, the strength is also considered to be a measure of available horses.

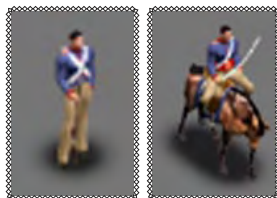
Artillery units begin with a maximum strength of 3,000.

Infantry and cavalry divisions depleted below strengths of 2,000 are removed at the end of the Movement Phase, as are artillery depleted below a strength of 1,000 and ships below a strength of 3.

### Morale

The morale of a division is a measure of both the quality of the troops and the fervor of their spirit.

Morale ranges on a scale from 1 to 10. Units with a morale below 1.7 are militia (if infantry) or irregular (if cavalry).



Infantry units with a morale above 8.0 are elite guard units.

Militia and guard have special rules by which they operate in combat.

Along with strength, morale is used to determine how effective a unit is in combat.



A unit that participates in a battle has a 50% chance of experiencing a morale gain of .1 (but morale cannot be raised to a level of 8.0 in this manner, nor can a militia-type unit become a regular unit in this way.)

### Initiative

Initiative represents the ease with which a unit can move on the strategic map.

Whenever a unit attempts to move between two provinces, it must make an initiative check. The base chance of succeeding this check is given by a unit's initiative rating. This check is modified by the types of terrain along the edges of the source and destination provinces, the weather conditions present in either of the provinces, the level of road development present in either of the provinces, and whether the movement is through friendly or enemy territory. The

exact modifiers to initiative are listed in Details for Armies and Corps.

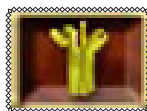
To the right of the controls, you will also see a series of icons (horses, infantry, etc.) representing overall unit quality—your unit strength and morale. The number of icons represents strength, and the type of icons displayed represent morale—for low morale units, you may see militia mixed in with regular infantry, for example, and for high morale units, you may see some elite icons in the mix. This is just a graphic way of representing the overall morale for that unit.

You'll also see a few buttons, as follows:

### Supply / Forage toggle button

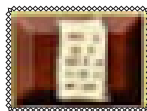


Players may specify whether units are using supply depots (if depots are available) or whether the units will forage for supplies. The toggle button displays the current setting. To change the setting, click on the button, and it will switch to the other setting.



A unit set to use supply will draw supply from an adjacent friendly supply depot if one is available.

### Inspect Orders



This button opens a pop-up display listing all of the orders that have been issued to this unit this turn.

### Auto-Join



This button opens a list of armies, corps, cities, and fleets. Select an entry from this list to give an auto-join destination to the division. A division with an auto-join destination will, whenever it has no other orders outstanding, attempt to move toward the province containing its destination and to attach itself to the specified target.

Details for armies, corps, fleets, and cities are slightly different.

## 1.6.3 Controls and Details for Armies and Corps

Armies and Corps can usually move up to 3 provinces per turn.



## Name

Players can rename their own armies, corps, and fleets by clicking on the name.

## Strength

Gives the total strength for the container unit. This is followed by the normal, or theoretical, maximum strength for that army or corps. (This maximum can sometimes be exceeded, depending on a variety of factors.) The strength is also represented by a series of square green dots below the army or corps. The army or corps will also note the number of generals attached to it by a separate string of square yellow dots.

## Morale

Gives the average morale of the units that comprise the container unit.

## Initiative

Gives the average initiative of the units that comprise the army or corps. Note that units within an army or corps may receive an initiative bonus.

When either armies, corps, or divisions are moving the following initiative modifiers apply:

- +10% for movement into home territory
- +10% for each March Logistics upgrade
- +25% if moving while foraging
- +25% if moving by forced march
- +5% for each level of road

## Terrain Penalty to Initiative

Terrain		Cavalry		Artillery
Clear	0	0	0	0
Desert	-25	-30	-25	-35
Forest	-20	-40	-20	-30
Marsh	-30	-50	-30	-40
	-40	-60	-40	-50
Steppe	-25	-35	-25	-35
River	-20	-30	-10	-40
Water	X	X	X	X

## Weather Penalty to Initiative

Weather	Initiative Multiplier
Ice	0.6
Snow	0.5
Heavy Snow	0.3
Rain	0.9
Fog	0.8
Flood	0.4
Storm	0.3

This penalty is applied for weather located in both the source and in the destination province.

## Normal March / Force March toggle button



Players can specify whether their armies and corps are using regular movement, or are moving by forced march.



A unit moving by forced march receives +25% to its initiative rating, but suffers penalties if it is involved in combat during the subsequent move phase.

## Seek Battle / Avoid Battle toggle button



Players can choose whether or not their armies and corps will attempt to seek or avoid battle during the subsequent movement phase.



Units set to avoid battle will always avoid battle with another unit that is also attempting to avoid battle.

If a unit attempting to avoid battle encounters a unit seeking battle, there is a 50% chance per movement phase that they will have an encounter.

## Use Supply / Forage toggle button



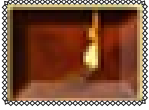
Players can specify whether units are using supply depots (if depots are available). or whether the units will forage for supplies.

A unit set to use supply will draw supply from an adjacent friendly supply depot if one is available.

## Plunder / No Plunder toggle button



Players can choose to have an army or corps plunder the province in which it will begin the movement phase.



Plundering provides free upkeep for the army or corps and all divisions attached to it.

A plundering division has a 25% change to destroy a random development within a province.

If art developments are plundered in an enemy province, the art development level of one of the plundering nation's provinces will be increased by one level, though art developments stolen in this way may only be transferred to a province with a lower level of art than the province that was plundered.

Plundering attempts that result in the loss of a development level in a province also steals a small amount of resources. For each level of development destroyed, the plundering player acquires one resource point each of horses, iron, timber, wool, textiles, wine, spice, and luxuries.

A plundering unit that lowers a development area in a province and has a morale greater than 1.7 (militia level) and less than 7.5 (guard level minus .5) receives a .05 morale increase.

Units may only plunder in enemy territory and in their own home territories. Each unit attempting to plunder in its home territory lowers the level of national morale by 5 points.

Units plundering in enemy territory lower attitude with that enemy by 50 points and with all countries by 10 points.

## Inspect Orders



This button opens a pop-up display listing all of the orders that have been issued to the unit this turn.

## Set Siege Instructions



At the beginning of the Movement Phase, during the Siege Sub-Phase, military units automatically besiege enemy cities. All military units located in a province containing an enemy-controlled city, that are not opposed by any enemy military units unattached to the enemy city, automatically make a siege attempt on the city.

## Siege Rules

Units besieging a city first make a siege check to attempt an attack on the city. Both sides of the siege have a certain level of siege strength. A random value is generated in propor-

tion to the attacking siege strength, and is then compared to a random value generated in proportion to the defender's siege strength. Guerilla units provide three times their strength modifier to siege strength.

If the siege check is successful, the attackers will be able to launch an attack on the city. As a result of this attack the attackers may be driven off, or the city may be defeated with the remaining defenders surrendering. If the siege check is not successful then the city will take some casualties, representing losses to skirmishing and starvation.

The following factors provide approximately the same level of siege strength:

- Every 10,000 strength points of attacking infantry or cavalry
- Every 1,500 strength points of attacking artillery
- Every 3,333 strength points of defending infantry or cavalry
- Every 1,500 strength points of defending artillery
- Every 1 level of Gun development in the besieged province
- Every 10 ships in a fleet set to blockade the port of a besieged city

If the attacker's siege strength, as outlined above, is below half of the defender's siege strength, then the attacker will not have sufficient strength in the province to attempt a siege on the city.

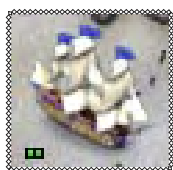
Armies and corps that are part of forces besieging a city may have one of three siege instructions:

- Normal Siege – this is the standard method of resolving sieges, and is the option that occurs by default when no armies or corps are present in a siege.
- Starve the City – this is a slow, though safer, way of sieging a city. The besieging units here will almost always forego the siege check in favor of a long, slow siege.
- Charge the Walls – this is a reckless attack on the city. The attacker receives a large bonus to his siege check but takes a much higher level of casualties in any ensuing attack on the city.

Starvation casualties for a besieged city that is an un-blockaded port are much lower than they would otherwise be for a land-locked city, or for a port that is blockaded by an enemy fleet.

If a city under siege is captured after a battle involving a multi-national besieging force, the city will come under the control of one of the besieging nations, randomly determined according to each nation's contribution to the siege in this location.

## 1.6.4 Ships and Fleets



Ships are oceangoing military units. When unattached to a fleet, they are represented on the strategic map by the appropriate figure.

They can be attached to other divisions and combined into an army or corps, or assigned to a city or fleet, as outlined above. They can both move up to 6 sea zones per turn.



Fleets are container units into which ships can be placed. They are represented on the strategic map by an anchor with a waving pennant.

Fleets cannot be attached to anything.

As with other units, when you move the cursor over an unattached ship or fleet, detailed information about it is given in the control box at the bottom of the screen. If the unit is a stack, you'll see the information for the topmost unit within the stack. To select the details for a different unit, select another unit from the stack as described above in Stacks of Units

## 1.6.5 Controls and Details for Ships



### Strength

Gives the strength of this ship unit on a scale of 1 – 10.

Ships located in a port are repaired at the end of every Movement Phase.

Each level of Docks Development in a province has a 50% chance to repair 1 level of damaged ship unit each turn.

### Morale

Gives a measure of the quality level of this unit on a scale of 1 – 10.

### Initiative

Shows the base chance that this unit has to move successfully.

## 1.6.6 Controls and Details for Fleets



### Capacity

Each ship in a fleet, regardless of type, allows the fleet to transport one additional military division.

If the number of ships in a fleet falls below the number of divisions attached to the fleet, the excess divisions attached to the fleet will be expelled from the fleet – expelled into the depths of the ocean, if the fleet is currently located in a sea zone.

### Ship Strength

Shows the total ship strength for the fleet.

### Morale

Shows the average quality level of ships in the fleet.

### Initiative

Shows the aggregate movement initiative for the ships in the fleet.

### Seek / Avoid Battle toggle button

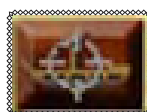


Players can choose whether or not their fleets will attempt to seek or avoid naval actions during the subsequent movement phase. Units set to avoid naval actions will always avoid fighting with another unit that is also attempting to avoid naval actions.

If a unit attempting to avoid battle encounters a unit seeking battle there is a 50% chance they will have an encounter.

If one side in a naval zone involves only privateers then that side will automatically attempt to avoid any naval action and will have a 90% chance of success.

### Interception / No Interception toggle button



Naval fleets at sea have the ability to attempt to intercept enemy fleets in adjacent sea zones. A player may order a fleet to attempt to intercept or to ignore enemy fleets with the interception / no interception button.

A fleet attempting to intercept an enemy fleet has a 75% chance of moving to intercept.



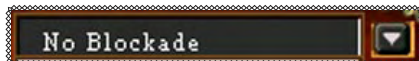
A fleet may only make one interception attempt each turn.

## Inspect Orders



This button opens a pop-up display listing all of the orders that have been issued to this unit this turn.

## Set Port to Blockade



For a fleet in a sea zone this is used to issue an order to the fleet to blockade an enemy port. Clicking on this button opens a list of ports that are possible to blockade from the sea zone.

Blockading a port prevents trade routes from operating through the port, deprives the blockaded nation of some colonial income, and the province being blockaded produces only half of its normal monetary income.

## Port Attack toggle button



A fleet blockading a port can also be issued a separate order to make an attack on the harbor of that port. Each level of Gun development in the province being attacked in this way acts as the equivalent of a heavy ship that receives the first attack in every round of combat.

## 1.6.7 Diplomats



You begin the game with a certain number of diplomats, each with a historical name. Diplomats can move up to five provinces in a turn. Diplomats may freely enter and remain in sea-zones, though they may not perform any diplomatic activities while at sea.

## 1.6.8 Details for Diplomats



### Espionage

Espionage is a measure of the diplomat's ability to arrange political subterfuge and other acts of covert intrigue.

### Influence

Influence is a measure of both a diplomat's personal charm and his ability to forge and to exploit political connections in order to sway changes of allegiance between countries, and to interfere in their internal political matters.

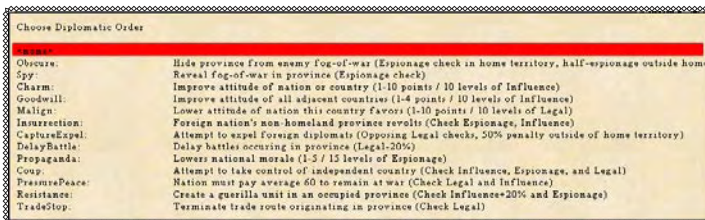
### Legal

A diplomat's legal skill is a measure of his ability to exploit laws and customs.

### Set Detailed Order



A player can set one detailed order for each diplomat he controls. Each diplomatic activity occurs at the beginning of the move phase before any units move.



The diplomat's chance of success in a particular endeavor is related to the three intrinsic ratings held by every diplomat given above: Espionage, Influence, and Legal.

- **Obscure** – Hides this province in fog-of-war to other players. The diplomat "makes a check" against his Espionage rating—the diplomat generates a random number, like a dice roll. The chance to succeed is the percentage equivalent of the diplomat's Espionage rating within home territory, and half of this rating outside of home territory. If the check is lower than the rating, then it succeeds; if it is higher, it fails.
- **Spy** – Random check as above, with chance to succeed equivalent to Espionage rating, to penetrate fog-of-war in a province. There is also a separate check with an equal chance to reveal production. (Revealed production is displayed in the player's Events Report.)
- **Charm** – The diplomat increases the attitude with the country or nation in which he is located by 1-10 points per every 10 points of Influence. So, for an Influence of 20, the increase will be a random number between 1 and 10, plus another random number between 1 and 10. These numbers are generated independently, and then added.
- **Goodwill** – The diplomat increases the attitude of all adjacent countries and nations by 1-4 points per every 10 points of Influence.
- **Malign** – The diplomat lowers the attitude of the nation most favored by the nation or country in which he is located, by 1-10 points per every 10 points of Legal.
- **Insurrection** – Must make two checks against Espionage and Influence ratings. If successful, the non-homeland province in which the diplomat is located has an insur-

rection, and reverts to independent status. If unsuccessful, the attitude of all countries in play toward the diplomat's nation is lowered by 50 points.

- **Capture / Expel** – Try to kick out opposing diplomats from a country or nation. Diplomats make opposing checks—each diplomat is given a random number no higher than his Legal rating. Whichever diplomat has the higher number wins. You have a -50 penalty to your check outside of home territory. You can't expel someone from his home nation. Expelled diplomats are returned to their nation's capital or, during war-time, are either captured (50% chance) or disbanded (50% chance).
- **Delay Battle** – Unit makes a check to stop any battles that occur in this province—the chance to win is 20 points less than its Legal rating.
- **Propaganda** Lowers National Morale in target nation by 1-5 points per every 10 points of Espionage, but only if the target nation's morale is greater than zero.
- **Coup** – This is an attempt to take control of an independent country. The diplomat must make three checks, against Influence, Espionage, and Legal. If any of the checks fail, the attitude of all countries toward the diplomat's nation are lowered by 30 points, and there is a 20% chance that the country in which the diplomat attempted the coup will seek the protection of one of the nation's enemies.
- **Pressure Peace** – If successful Legal and Influence checks are both made, then the nation in which the diplomat is located must lose a monetary penalty (random 10-50) in order to remain at war. The check is made for each nation with which this nation is at war.
- **Resistance** – The diplomat makes two checks: one against Espionage, and one against a value 20 points higher than his Influence. If he succeeds both, then the diplomat creates a guerilla unit (belonging to the home nation of this province) in an occupied province.
- **Trade Stop** – If the diplomat successfully makes a Legal check, then one trade route that originates in this province (chosen at random) is cancelled.

In addition to these abilities, each diplomat unit automatically affects the outcome of a nation's surrender, or of a surrender received by a nation. The diplomat's success in modifying a surrender is a function of its Legal rating. (See Surrender and Victory Points for more information.)

Another function of diplomats is to reveal the attitudes of nations/countries toward the nation that controls the diplomat. See the Attitude sub-section under the Politics section below for further details.

## 1.6.9 Generals



You begin the game with a certain number of generals, each with a historical name. Additional generals are added to your home provinces as the game progresses. Generals can move up to five provinces in a turn, but they must be attached to a fleet to cross a sea zone.

### 1.6.10 Details for Generals

Each general has a historical image, displayed on the control screen. Generals have three attributes – Morale Bonus, Initiative Bonus, and Tactical Bonus – that determine how effective the general is in various aspects of combat. These bonuses are measured on a relative scale of 0 – 1.0.



#### *Morale Bonus*

In combat this general provides his morale bonus to a unit under his command, helping the unit to change formation, attack, rally, resist falling into disorder, etc.

#### *Initiative Bonus*

The general provides a bonus to movement for units under his command.

#### *Tactical Bonus*

The general provides a bonus to casualties caused during combat. In a charge combat, top quality generals can increase combat damage by as much as 30%; in a fire combat, the best generals can increase damage by about 15%.

#### *Special Ability*

Some generals have one or more special abilities, such as:

- +20 to National Morale
- Displace Defender:

A charging unit under this general is more likely to displace the unit it is charging.

- Cavalry Re-form:

Charging cavalry under this general have a 50% chance to avoid becoming disordered or shaken when charging any unit (normally cavalry automatically become disordered when charging a non-disordered unit).

## • Stand Against Charge:

A unit under this general is much less likely to become disordered or displaced when targetted by a charge attack.

## • Great Devotion:

A unit under this general recovers double the normal amount of morale

## Cavalry Bonus

A few generals are especially proficient in the command of cavalry divisions. Generals that have this rating provide a bonus to damage inflicted by cavalry units charging while under their command.

## Rank

Every general has a rank of between 1 and 4 stars:

\*\*\*\* National Commander – This leader is the supreme ruler of his nation, and his presence on the battlefield represents an increased degree of command and control.

At the beginning of each turn of combat any routed friendly unit on the battlefield has a chance to become rallied.

\*\*\* Army Commander – This leader has the authority to command an entire army.

At the beginning of each turn of combat any routed friendly unit attached to the same army as this leader has a chance to become rallied.

\*\* Corps Commander – This leader can rally units in the same corps.

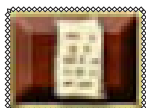
\* Division Commander – This leader can command divisions directly but the influence of his command does not extend to other divisions.

## Set Auto Join



This button opens a list of armies, corps, and cities. Select an entry from this list to give an auto-join destination to the general. A general with an auto-join destination will, whenever he has no other orders outstanding, attempt to move toward the province containing its destination and to attach himself to the specified target.

## Inspect Orders



This button opens a pop-up display listing all of the orders that have been issued to this general this turn.

## 1.7 Province Detailed Controls

Left-click on a province to select it. Information and commands pertaining to the selected province appear at the bottom of the screen.



## Production Queue



This box shows the list of units under production in this province. Yellow bars indicate number of turns that must pass before units will be completed.

To add another unit to the province's production list, click on the production queue area.

	223	40	12	32	40	60	39
Militia			20	3			
Infantry	50	20	20	2	20		
Li Infantry	50	20	20	2	20		60
Guard	250	20	40	1	40		50
Cavalry	100	50	20	1	10		
Hv Cavalry	100	120	20	1	40		40
Lt Cavalry	100	50	20	1	10		40
Irr Cavalry		140	10	1			
Artillery	100	20	20	1	100	10	
Hv Artillery	20	20	20	1	300	30	
Howitzer	75	20	20	1	200	10	
Army	50	20	20				40
Corps	100	20	20				50
Diplomats	300						100
<none>							

Production cannot progress if the province contains enemy units at the end of the movement phase.

## Men



Shows the number of population factors available for recruitment into military service and to provide economic output.

When a military unit is added to the production queue, one or more men are drawn either from the province where the production order was placed, or from one of the surrounding friendly provinces.

The amount of labor a province produces and the amount of cotton and wool it converts into textiles is proportional to the level of men in the province.

Each province has a base level of population it can sustain. Each level of road developments allows the population of the province to exceed the base sustainability by one population



factor. However, provinces that have populations in excess of base sustainability require increasingly more amounts of food to sustain.

## Forage Value

**Forage: 60 K** Military divisions – infantry, cavalry, and artillery – must receive food and other supplies while in the field. A unit that fails to receive supply will suffer attrition and lose strength – an approximate loss of 10% of the unit's remaining strength each time it fails to receive supply. A unit can receive supplies in one of three ways: by supply via depots, by plunder, or by forage.

An approximation of the unit strength a province can support foraging in it each turn is shown in the province's details. The actual unit strength a province can support in forage in any turn can vary, and is somewhere between 25% higher or lower than the listed forage value. This is simply a measure of the vagaries of economic and agricultural production.

Approximately 16% of the men attempting to forage in a province in excess of the amount that the province can actually support foraging in it are lost as casualties.

Inclement weather reduces the forage level in a province.

Foraging casualties are doubled when foraging in an enemy controlled province.

Forage casualties are tripled during winter months for units located in the northern parts of the map.

Foraging casualties are halved for nations that have the Organized Foraging upgrade, and also for guerilla infantry, Cossack infantry, and Cossack Cavalry units.

## Depot Toggle

**Depot** ☐ This button toggles the placement of a supply depot in the province.



Depots can only be built in cities under your control, or adjacent to other depots under your control, in a supply chain. This supply chain must be maintained; if a break in the supply chain occurs, and there are two depots non-adjacent to one another, there is a chance that every un-connected depot disappears each turn.

Depots can be removed by un-checking the toggle. Depots are free to build, but have a significant upkeep cost that must be paid each turn.

Depots can be built and maintained in sea-zones, though a nation must maintain at least one ship in the sea-zone at the end of every Movement Phase or the depot in the sea-zone will be lost.

The base cost to supply an infantry division is 1 money and 2 food. The base cost for cavalry and artillery is 1 money and 1 food. Supplying divisions beyond 20 in a single province requires 2 additional money cost per division supplied. Supply cost increases by .5 money / unit for units located in enemy territory. Also, the upkeep cost of depots located in neutral or enemy territory (but not allied territory) is doubled.

Military divisions can draw supply from a depot in their own province or from an adjacent province. Divisions will only draw supply through their own nation's supply depots unless the nation controlling them has an active treaty agreement allowing the unit to share another nation's supply depots. Even when sharing depots, the nation controlling the division to be supplied must still pay all costs associated with the supply.

Supplying units in enemy territory adds 50% to the monetary cost of supply. Rough weather in the division's province increases the monetary supply cost.

## Province Management

**Province Management** This button the province management screen that allows the player access to detailed information and options regarding the economic development of the province.

## Reinforce To...

**Reinforce To...** By clicking on this button, the player opens a list of all military groups (armies and corps) as well as all of the cities under the player's control. Select one of these to set the reinforcement destination for this province: all new units constructed there will automatically be set to auto-join the selected destination.

## Top Three Production



This shows the top three areas of resource production in the province. The player can adjust which resources the province produces by opening the Province Management screen and adjusting the division of labor within the province. Right-clicking on the slider bars will lock the bar in place, so you can adjust other bars without moving the locked bars.

## Development Schedule

**Walls (10 mo.)** Each province can be working to increase one area of development. A circular yellow dot beside the province's city indicates that the province is working on an area of development. The areas of development are Guns, Walls, Roads, Barracks, Banks, Culture, Farms, Factories,



Courts, and Docks. Each area has eleven levels of possible development, measured from 0 to 10.

The development schedule shows which development the province is working to improve and how long this action is expected to take. Players may hurry the development of a province by adjusting the division of labor in the province management screen. See Economy: Developments for information on the cost and effects of developments in a province.

## Development Levels



These show the ten areas of development in a province and the level of development in each (note that only port provinces can contain levels of Docks).

If the province has a current area under development, the button for the area of development under production will be highlighted with a yellow box. Development areas that a player can afford to initiate are shown with a black, raised button. Development areas that a player cannot afford are shown with a grey, flat button.

## 1.8 Map Controls

### Moving the Map

Moving the mouse-cursor to the edge of the screen scrolls the map toward that edge. The cursor keys may also be used to scroll the map.

Holding down the SHIFT key and moving the mouse-cursor scrolls the map in the direction of motion.

Left-clicking on the thumbnail map in the bottom-right corner of the screen centers the map on the location clicked.

### Setting Information Shown on Map

Right-click on a province. From the menu that pops up, select "Map."



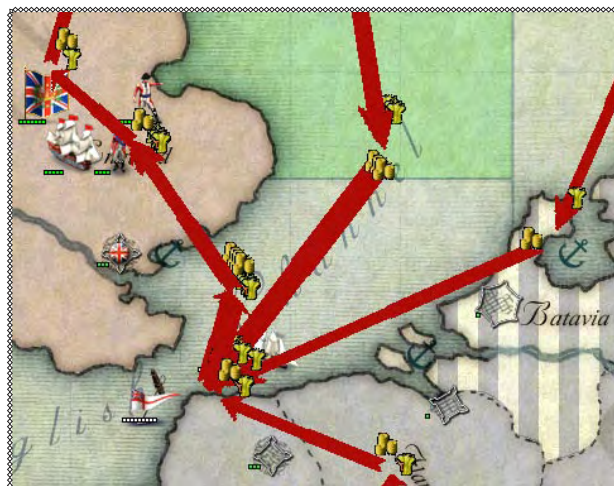
A sub-menu will then open that contains the options which can be toggled to control what sort of information is displayed on the main map:

- Show Attitude – toggles whether or not attitude pie charts are drawn on the main map.

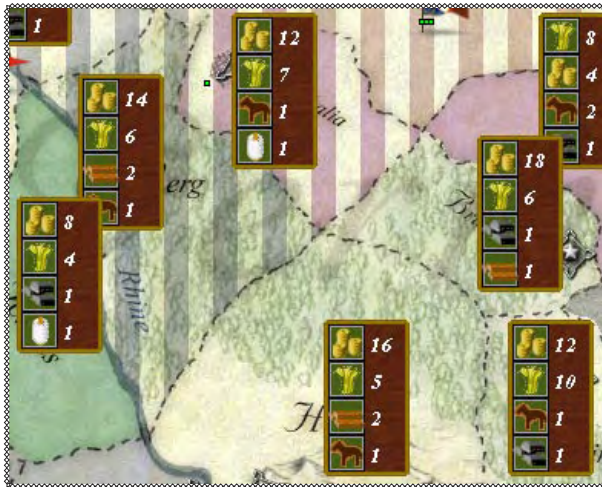


The attitude charts are displayed over every independent country adjacent to a province in which the player has a diplomat. The attitude charts are shaded in the eight colors representing the player-controlled nations. They show how the attitude of the country beneath the chart favors each nation represented on it: the degree to which a nation's color is shown on the chart represents the positive attitude that the country has toward that nation relative to the positive attitudes of all other nations represented on the chart.

- Show Trade Routes – toggles whether or not trade routes are shown on the main map.



- Show Production – toggles whether or not the four most productive resources of each province are drawn on the main map.



## 1.9 Report Controls

There are eight reports that the player can open to see more information about various areas of the game. The reports are:

- Economy – resource production and consumption
- Supply – supply costs, reinforcements, and the drafting of troops
- Production – new units built
- Battles – battles, sieges, and naval actions
- Chat – in a multi-player game, you can send messages to other players and to read messages from them, which appear in the chat report
- Political – declarations of war, sneak attacks, surrenders, formation and dissolution of protectorates
- Rumor – contains random bits of information that may otherwise be unknown to the player. Some rumors may give false information; the chance of a rumor's being true increases with the number of courts developments a nation builds. In a multi-player game players can spend political actions (on the Economic Advisor screen) to attempt to plant rumors
- Treaty – new treaties for proposal, treaties ratified and dissolved, and the effects of treaties in force

Players open reports by moving the mouse cursor to the bottom edge of the map, just above the summary bar at the bottom of the main screen. When the mouse is in this area a panel of menu tabs pops up.



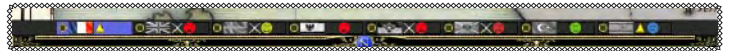
The player can click on one of these tabs to open the corresponding report.



To close a report either click on the 'X' tab, or click on the tab corresponding to the report that is currently open.

## 1.10 Relationship Summary Bar

On the main screen, the TAB key is used to toggle the relationship summary bar open and closed.



The relationship summary bar shows flag icons representing all eight nations in the game. One of the eight nations will be highlighted in a blue rectangle: the player can change which nation is highlighted by moving the mouse cursor over a nation's flag to change the highlight to the nation below the mouse cursor.



The attitudes and political relationships between the eight nations and the highlighted nation are portrayed using a face icon to show attitude and various icons to represent political relationship.

Sometimes the attitude face icon is replaced with a number. The color of the number determines its meaning:

- White: Shows Victory Points owed to the highlighted nation--when one nation surrenders to another, the surrendering nation owes a certain level of Victory Points. The victorious nation can spend these Victory Points to construct a treaty which it is then able to impose upon the defeated nation.
- Yellow: Shows peace turns remaining between the nation and the highlighted nation. The nation with peace turns may not declare war on the other nation until a number of turns have passed equal to the remaining number of peace turns.
- Red: Shows the slaughter level of the highlighted nation. This is number of men belonging to the nation that the highlighted nation has killed during the current war between the two nations, in units of 100's of men.



## 1.11 Keyboard Shortcuts

A handy table of keyboard shortcuts can be found in the Appendix at the end of the manual.

# 2. Game Concepts

## 2.1.0 Military

### 2.1.1 Units and Construction Cost

To build a unit a nation must expend enough resources to pay for the entire cost of the unit. A nation must also be able to pay the cost in Men, by reducing the appropriate number of population-factors, either from the province in which the new unit is to be built, or in an adjacent province controlled by the nation. (The player has no control over this: they are taken from the surrounding area at random.)

After the cost is paid, the unit is added to a province's production queue. When a certain number of turns have passed, the unit will be completed and will appear in the province which was building it. The base time-to-build varies by unit type, and is adjusted by the following conditions:

- Existing items in the queue: 25% of the total build-time for all items currently in the queue is added to the build-time of any item added to the queue
- If a province has 4 levels of Barracks and Factories, then the build-time for infantry and cavalry is reduced by 1 in that province.
- If a province has 6 levels of Barracks and Factories, then the build-time for infantry and cavalry is reduced by 2 in that province.
- If a province has 9 levels of Barracks and Factories, then the build-time for infantry and cavalry is reduced by 3 in that province.
- If a province has 4 levels of Factories then the build-time of artillery is reduced by 1; if 8 levels of Factories, the build-time of artillery is reduced by 2; if 10 levels of Factories, by 3.
- Every 2 levels of Docks reduces the build-time of ships by 1 turn.

### 2.1.2 Unit Information

The various costs in the chart on page 26 are the resource costs to begin construction on a unit of this type. In addition, each unit has a value for these factors:

**Upkeep Cost:** the amount of money required to maintain a unit each turn. Any turn in which upkeep cannot be paid then the unit loses approximately 1/8th of its strength.

**Turns to Build:** the base number of turns that elapse between the order to build a unit and its completion.

**Base Initiative:** this is the base chance that an order to move the unit will be successfully executed.

**Scout Chance:** the chance that the unit will penetrate the fog-of-war one province beyond which it can normally see.

**Move on Sub-Phase:** Each Movement Phase includes six movement sub-phases. Cavalry, generals, diplomats, and ships have an opportunity to attempt to move on each sub-phase. Infantry- and artillery-type units (including armies and corps) may only attempt to move on sub-phases 2-4, except for Light Infantry, which may move with generals and diplomats on sub-phases 2-5.

**Men:** gives the number of population factors that are removed from this or adjacent friendly provinces when construction is begun on this unit.

### 2.1.3 Advanced Units

The advanced units are variations on the basic units. They can require unique prerequisites in order to build or to acquire through a nation's feudal levy; if so, this is noted below. In addition, they receive the listed combat modifiers to the basic rules for combat (see the next section below for Combat rules.)

#### Light Infantry



In quick combat

- -1 to attack compared to regular infantry
- +2 defense bonus compared to regular infantry

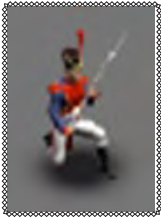
In detailed combat

- have a reduced cost to deploy skirmishers (only 2 movement points), and under normal circumstances may do so without the need to make an organizational check.
- do more damage when skirmishers are deployed than regular infantry.
- have reduced movement costs compared to regular infantry when skirmishers are deployed
- have a chance to avoid being charged by enemy infantry
- fire out of forests, villages, and orchards without an attack penalty.
- scout one hex farther, and require only half as many movement points to change formation, than regular infantry.

Unit	Money	Horses	Labor	Population Cost (Men)	Iron	Timber	Textiles	Upkeep Cost	Turns to Build	Base Initiative	Scout Chance	Moves on Sub-Phase
Army	50	20	20	0	0	0	40	15	6	60	25	2-4
Corps	100	20	20	0	0	0	80	15	2	60	15	2-4
Fleet	100	0	20	0	20	100	40	15	4	85	15	1-6
Infantry (regular)	50	20	20	2	20	0	0	2	3	50	10	2-4
Militia	0	0	20	3	0	0	0	2	1	50	10	2-4
Guard	250	20	20	1	40	0	40	2	6	60	10	2-4
Light Infantry	50	20	20	2	20	0	60	2	4	60	5	2-5
Rifle Infantry	50	0	50	2	120	0	40	2	12	50	10	2-4
Landwehr Militia	25	0	30	3	0	0	0	0	3	50	10	2-4
Guerilla Infantry	50	0	20	2	20	0	0	0	3	50	10	2-4
Cossack Infantry	50	20	20	2	20	0	0	0	3	50	10	2-4
Jager Infantry	0	20	10	2	20	0	200	2	4	50	10	2-4
Janissaries	50	20	20	2	20	0	0	0	3	50	10	2-4
Cavalry (regular)	100	80	20	1	10	0	0	4	6	70	30	1-6
Heavy Cavalry	100	120	20	1	40	0	40	4	8	60	30	1-6
Light Cavalry	100	80	20	1	10	0	40	4	6	70	55	1-6
Cossack Cavalry	100	80	20	1	10	0	0	0	6	95	30	1-6
Irregular Cavalry	0	140	10	1	0	0	0	2	2	60	10	1-6
Lancer	200	80	20	1	10	0	120	2	9	70	55	1-6
Artillery (regular)	100	20	40	1	100	10	0	2	9	40	2	2-4
Heavy Artillery	20	20	20	1	300	30	0	2	10	20	2	2-4
Horse Artillery	100	80	60	1	100	10	0	2	9	60	2	2-4
Howitzer	75	20	40	1	200	10	0	4	9	40	2	2-4
Ship	150	0	60	1	10	50	20	4	12	85	10	1-6
Frigate	150	0	30	1	10	50	20	4	9	95	30	1-6
Heavy Ship	200	0	60	1	20	100	40	6	15	75	10	1-6
Merchant	0	0	0	1	0	0	200	4	8	60	5	1-6
Privateer	0	0	0	1	0	150	0	0	9	60	10	1-6
Transport	50	0	30	1	0	50	20	2	9	75	10	1-6
General	0	0	0	0	0	0	0	0	0	85	10	2-5
Diplomats	300	0	0	0	0	0	100	20	6	75	10	2-5
Depot	50	0	10	0	0	0	0	15	0	0	0	0
POWs	0	0	0	0	0	0	0	0	0	50	15	2-4
City	0	0	0	0	0	0	0	0	0	0	20	0
Port	0	0	0	0	0	0	0	0	0	0	20	0



## Rifle Infantry



(Requires Barracks development level 8.)

In quick combat

- +2 attack bonus compared to regular infantry

In detailed combat

- receive much reduced range penalties
- can attack two hexes farther than regular infantry
- at close range do 20% more damage than regular infantry.

## Landwehr Militia



These are infantry divisions that Austria and Prussia raise every May. For every 25 points of Feudal Dues, Austria and Prussia can raise enough Landwehr Militia to have one unit per unoccupied province they own.

In detailed combat

- 2 fewer movement points than regular infantry

## Guerilla Infantry



Nations may automatically generate guerilla units when their home territories are occupied. Each home territory so occupied has a 35% chance to produce a guerilla unit each turn. Spain and Turkey receive bonuses to this chance, as do nations targeted by total war.

Guerilla units do not surrender but are disbanded instead.

In quick combat

- +3 defense bonus compared to regular infantry

In detailed combat

- can continue to move a short distance after attacking
- receive defensive terrain bonuses twice
- have 50% chance to avoid charges from enemy infantry
- receive one-third fewer casualties from many forms of attack
- cost to move through rough terrain decreased by 1
- get no extra movement point cost when moving adjacent to enemy units
- do -33% damage when charging, -50% damage when firing

- can move through enemy zones of control by paying double the normal movement cost,
- severe penalties to enter line formation

When a nation is no longer at war with anyone all of their guerilla units are disbanded.

## Cossack Infantry



Each May Russia receives enough Cossack units (50% cavalry / 50% infantry) to bring its total Cossack units to a total equal to its Feudal Dues, divided by 25 times the number of unoccupied "Cossack Provinces" it owns.

Cossacks take only half normal foraging casualties.

In both quick combat and detailed combat

- Cossack infantry fights as regular infantry, with a slightly reduced effective range and slightly increased movement

## Jager Infantry



Jager infantry are light rifleman units. They can only be produced by Prussia, Sweden, Austria, Russia and certain Germanic countries.

In quick combat

- +1 attack bonus compared to regular infantry

In detailed combat

- have skirmishing, scouting, and movement qualities of light infantry
- receive less of a penalty for attacking at long range.

## Janissaries



Janissaries are elite Turkish infantry units. The Turkish player receives enough Janissaries each September to bring his total Janissaries up to 2 times Turkey's level of Feudal Dues divided by 25.

Janissaries are created with a higher morale than Turkish infantry normally receive.

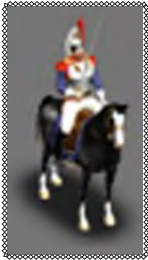
In quick combat

- +1 attack bonus compared to regular infantry

In detailed combat

- receive a 10% damage bonus

## Heavy Cavalry



(Requires Barracks development level 4)

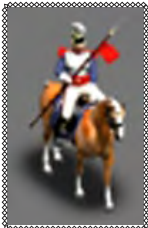
In quick combat

- +1 attack bonus compared to regular cavalry
- +2 defense bonus compared to regular cavalry.

In detailed combat

- do 20% more damage and take 33% fewer casualties while charging in comparison to regular cavalry
- move 20% slower than regular cavalry

## Light Cavalry



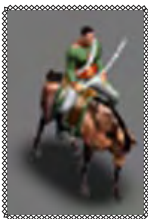
In quick combat

- +1 defense bonus compared to regular cavalry;

In detailed combat

- when charging regular or heavy cavalry, only do one half the damage of regular cavalry
- move approximately 20% faster than regular cavalry
- may continue to move after attacking (fire attack) if they have sufficient movement points to do so
- have 50% chance to avoid charges by other non-light cavalry
- see one hex farther through fog-of-war than most other units.

## Cossack Cavalry



As above, each May Russia receives enough Cossack units (50% cavalry / 50% infantry) to bring its total Cossack units to a total equal to its Feudal Dues divided by 25 times the number of unoccupied "Cossack Provinces" it owns.

Cossacks take only half normal foraging casualties.

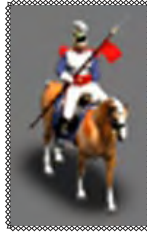
In quick combat

- -1 to attack with respect to regular cavalry.

In detailed combat

- may avoid cavalry charges as light cavalry
- move slightly faster than regular cavalry
- receive 10% less damage than regular cavalry units when charging or firing

## Lancers



(Requires Barracks level 7 and Courts level 4 to build.)

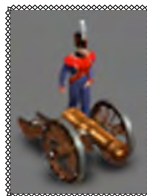
In quick combat

- +1 defense bonus compared to regular cavalry
- -3 penalty instead of -5 when attacking infantry in the defensive region; when raining, this drops to a 0 penalty.

In detailed combat

- move as Light Cavalry
- have 40% chance to break infantry squares when charging
- do 12% more charge damage compared to regular cavalry

## Heavy Artillery



(Requires Factory development level 5)

In quick combat

- +2 attack bonus compared to regular artillery

In detailed combat

- do approximately 25% more damage than regular artillery
- have slightly longer effective range.
- Have 20% greater chance of damaging fortresses that they attack, compared to regular artillery

## Horse Artillery



(Requires Barracks development level 3)

In quick combat

- +1 defense bonus compared to regular artillery

In detailed combat

- do 10% less damage than regular artillery
- move 50% faster than regular artillery

## Howitzers



In both quick combat and detailed combat

- may fire over an intervening unit to attack a target that would otherwise be screened by the intervening unit.

- attack at -3 compared to regular artillery

In both quick combat and detailed combat

- may fire over an intervening unit to attack a target that would otherwise be screened by the intervening unit.
- do -50% damage in comparison to regular artillery
- have a much shorter effective range than regular artillery.

## Frigates



In quick combat

- -2 attack bonus compared to regular ships
- -2 to defend compared to regular ships
- help to protect a fleeing group of ships from enemy pursuit

## Heavy Ships



In quick combat

- +2 to attack and a +1 to defend compared to regular ships.

## Merchant Ships



A merchant in a sea-zone provides monetary income to the nation that controls it. The level of income provided by a merchant ship is related to

- 1) level of Docks Developments
- 2) base money production value of all provinces adjacent to the merchant's sea-zone.

Blockaded ports and ports controlled by players that have declared an embargo with the nation controlling the merchant ship do not contribute toward this income. Furthermore, the income available in a sea-zone diminishes with the number of merchant ships and privateers located in the sea-zone.

The nations that own the ports adjacent to a merchant ship also receive a fraction of the trade income generated by the merchant ship.

In quick combat

- -4 to attack compared to regular ships
- -2 to defend compared to regular ships

## Privateers



In quick combat

- -2 to attack compared to regular ships

Privateers steal resources along trade routes that pass through sea-zones in which they are located. A single privateer can steal up to four resources each turn. Stolen resources are added to the resource pool of the nation controlling the privateer.

Privateers also lower merchant ship income in the sea zone in which they are located.

Privateers cannot be put into fleets.

## Transports

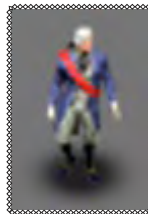


Transports attached to a fleet increase the fleet's capacity for carrying military divisions (as does any other ship attached to a fleet.)

In quick combat

- -5 to attack compared to regular ships.
- -3 to defend compared to regular ships.

## Diplomats



(Requires embassy development level 3.)

Diplomats move and function much like generals. Diplomats may move into and remain located in sea-zones, though a diplomat at sea cannot engage in any diplomatic activity.

Diplomats can only be built in provinces containing embassies.

When their construction time is completed newly built diplomats receive a maximum of 20 points of attributes per level of courts in the province randomly allocated between espionage, influence, and legal. No score may be more than 70.

## POWs (Prisoners of War)



Surrendered units become Prisoners of War, under the control of the player who captured them. Surrendered artillery come under permanent control of the capturing player. Surrendered cavalry are stripped of their horses and turned into infantry units.

## 2.2 Upgrades

Upgrades represent the particular focus towards which a nation has directed its military training. Each nation starts the scenario with a pre-determined list of upgrades. A nation's total number of allowable upgrades is determined by the total number of Barracks developments that the nation has in the provinces it owns.

A nation with more allowable upgrades than it currently has is allowed to choose one new upgrade from a randomly determined subset of all upgrades at the beginning of each season (i.e. in the January, April, July, and October turns.)



A list of upgrades and their functionality is given in the Appendix. Most upgrades improve a specific type of unit's performance in a certain area of detailed combat.

Upgrades such as these are abstracted to provide bonuses for units in quick combat.

## 2.3 New Commanders

After every battle in which a nation participated with a casualty level of at least 15,000 there is a small chance that a nation will receive a new commander with randomly generated statistics in the province in which the battle was fought.

# 3. Combat Basics

Combat occurs whenever the military forces of nations or countries that are in a state of war are located in the same province or sea-zone.

At sea, combats between ships are called naval actions.

## 3.1 Movement and Terrain

On the main map of Europe (the strategic map), terrain is located both in the center of provinces and along the borders of provinces. Often, the terrain type is simply "clear" and has no effect.

Central terrain affects all movement into and out of the province. Central terrain will always be relevant in combats that take place within that province.



Terrain along provincial borders affects only movement across the relevant border and into a province. Likewise, terrain along a border will only be relevant in combat if an attacking unit moved through the terrain on its way to attacking the province.

Moving across terrain imposes an initiative penalty on units according to the following table:

### Terrain Penalty to Initiative

Terrain		Cavalry		Artillery
Clear	0	0	0	0
Desert	-25	-30	-25	-35
Forest	-20	-40	-20	-30
Marsh	-30	-50	-30	-40
	-40	-60	-40	-50
Water	X	X	X	X

Note that this initiative penalty does not affect combat; it is solely for the purposes of strategic movement.

Movement within the home provinces of an enemy nation also lowers initiative significantly.

### Effects of Terrain on Quick Combat

To calculate the effect of terrain on quick combat, take the worst of all terrains which the attacking units passed through on their way into the province, including any central terrain in the province. Remember that both sides of a border count as border terrain. For example, if attackers pass through Clear, Forest, and Mountains, and the province has a central terrain of desert, the worst is Mountains.

Mountains and marshes have a defender bonus of +2; forests and deserts have a defender bonus of +1. If attackers pass through a river, or province has a central river, add +1 to this value (for a maximum defender bonus of +3.) Apply defender bonus to all defender defense-rolls in quick combat.

### Units Seeking and Avoiding Battle

Players can order their armies and corps to seek or avoid battle. If both allied armies and enemy armies in a province are seeking battle, battle will occur. If they are mixed (one seeking and another avoiding) a check is made every movement phase, per each enemy unit entering the area, to determine whether the aggressive units initiate combat (50%



chance). If both sides are trying to avoid battle, no battle will occur.

## 3.2 Battle Limits

Terrain puts a limit on how many units can participate in a battle. There is a base limit of 22 units, modified as follows:

- +1 per 2 levels of road development
- +0 to 3 Random bonus
- 3 in winter
- 2 bad weather in province
- +1 defender bonus
- +1 per difficulty level -1 for AI controlled teams
- 5 any team crossed a river

Plus the worst of terrain crossed while entering province or central terrain if any:

- 10 mountains
- 5 forest
- 8 marsh

The limit on the number of units that can participate in a battle is never less than 4.

### Quick Combat and Detailed Combat

Combat is resolved using one of two methods: Quick Combat and Detailed Combat.

Quick Combat allows the player to specify starting locations for his units on a relatively small battle grid. The battle is then quickly resolved without any further input from the player.

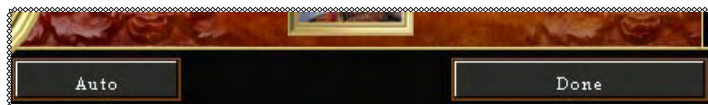
Detailed Combat allows the player, or players, to resolve the battle on a hex-grid using a turn based system with an elaborate set of rules and options. The typical detailed battle takes about 15-45 minutes of real time to resolve.

Naval combat is always resolved using Quick Combat. Combat involving less than a total of 30,000 men on either side is always resolved using Quick Combat. Otherwise, players choose which system they wish to use to resolve combats.

## 4. Quick Combat

In quick combat, battles are fought by placing divisions on a 14x9 battle grid.

After both players secretly place their units, the battle is resolved by the computer. The units simulate attacking other units across from them in the battle grid; units that cannot find an opposing unit move toward the center of battle. At the end of every round units in battle must make a morale



check or flee to the rout area; when one side is outnumbered by more than a 4-1 margin, it “breaks” and flees from the field of battle.

The grid on which quick combat occurs is divided into four different zones on both the attacker’s and defender’s sides of the grid. The zones are:

Routed	Units here do not participate in the fighting, though each turn they have a chance to rally and re-enter in the Defend combat area.
Defend	Units here are considered to be adopting defensive tactics. They have a smaller chance of being routed than units in other areas, and may gain defensive bonuses in combat, but their offensive capabilities are greatly limited.
Attack	The standard offensive posture for units.
Charge	Units here attack recklessly. Their combat capabilities are markedly increased, though their chance of routing each turn is likewise increased.

After players have assigned starting locations for all the units involved in the battle, the following method is employed to resolve the combat:

## 1. Assign Initiative

All units receive an initiative score between 0 and 100. They attack in order of this score, from lowest to highest.

## 2. Unit Attempts Attack

### 2.1 Find Target -- Attacking/Defending Zones

Attacking/Defending units find a target across from them in the battle grid, providing that they are not screened by a friendly unit lying between them and an enemy unit.

If units cannot be found directly opposite on the battle grid, then it looks for a target in the row above and below it (in randomly determined order).

Defending artillery cannot target defending enemy units.

### 2.2 Find Target -- Charging Zone

Charging units follow a similar procedure for determining their target, with the following caveats:

- a charging unit will always fight an enemy cavalry if one is found among the three possible enemy targets
- a charging unit will never attack an artillery if there are any other possible enemy targets

### 2.3 Move if No Target

Units that fail to find a target move toward the center of the map along a random path, possibly moving it into a new combat zone. This ends the unit's turn for this round.

### 2.4 Determine Combat Modifiers

#### Region vs.. Region

Charge vs. Attack gets +2
Attack vs. Defend gets +2
Defend vs. Charge gets +2

For instance, if a unit in the Charge region attacks a unit in the Attack region, then the attacking unit gets a +2 modifier, a unit in the Attack region attacks a unit in the Charge region, the defending unit receives a +2 bonus.

#### Unit vs. Unit

Cavalry vs. Infantry: Cavalry get +2, Infantry get -1
Cavalry vs. Artillery: Cavalry get +3, Artillery get -1

#### Advanced Unit Modifiers

Advanced units apply their intrinsic modifiers. See the Advanced Units section above for more information.

#### Modifiers vs. Defending Infantry

Cavalry vs. Defending Infantry get -5  
Artillery vs. Defending Infantry get +3

#### Absolute Region Modifiers

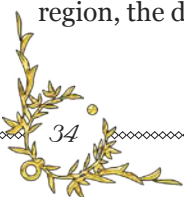
Condition	Attacker Modifier	Defender Modifier
Attacker in Charge Zone	+4	+1
Attacker in Attack Zone	+1	
Attacker in Defend Zone	-1	-2
Defender in Charge Zone	-1	+1
Defender in Attack Zone		+1
Defender in Defend Zone		

#### General vs. General Modifier

Each opponent makes a check based on the tactical skills of the three highest ranking generals on its side. The side with the higher check causes either a +1 or -1 defender bonus or penalty.

#### Weather

Icy Weather causes charging units to suffer a -2 penalty to all rolls.
Snow gives a +2 to all units except charging units.
Heavy Snow gives a +1 to charging units and a +3 to all other units.
Rain gives a -4 to attackers, -2 to defenders.
Fog gives -4 to all attacking/defending units unless both units are charging, in which case both units get +3.
Storms give -3 to attacker, +2 to defender.



## Force March

Units that are set to force-march this month fight at a -1 penalty on attacks

## Out of Supply

Units that are out of range of a friendly supply depot (a depot controlled by a player who has units fighting on the unit's side in this battle) receive a -2 penalty on attacks

## 2.5 Make Attack and Defense Rolls

A result is determined between 1 and 10 for both attacker and defender. Modifiers are applied to these numbers but in no case can either the attacker's or the defender's result be modified to a value outside of the 1-10 range.

## 2.6 Deal Damage

Each side does an amount of damage equal to its result multiplied by its own strength divided by 100. Attackers take only half this amount. Artillery do 4 times this amount, and never take damage while attacking.

## 2.7 Rout Check

If the defender has a result of 1, or the defender gets a result of 2, and the attacker got a result greater than 5, or the attacker got a 10, then the defending unit must make a morale check or rout from the combat region. The morale check is a result between 0 and 10 that is compared to the unit's morale; if the result exceeds the units morale then it is routed. Units that have no place to which they may rout instead surrender. The same procedure is then used to determine whether the attacker routs (i.e. if attacker has a result of 1, etc.) Units that rout are placed into the Rout region.

## 3. Repeat Until All Units Have Attacked or Moved

## 4. Rally Units

All units in the rout area attempt to rally and rejoin combat if they are not too badly wounded (i.e. their strength has not dropped below 1000). Each unit has a base 15% chance to attempt to rally; this number is increased by the morale ratings of generals present on each side. A unit attempts to rally by making a morale check (outlined above); if this check is successful, it returns to battle by moving to a random location in its team's Defend area.

## 5. Morale Checks

Each unit has a chance to suffer a morale check each round it spends in the battle area. The base chance depends on its location in the battle area:

- charging units have a 33% chance
- attacking units have a 20% chance
- defending units have a 10% chance

Furthermore, if a side has 1/3rd of its units in the rout area, then this chance is increased by 5%; if 2/3rd of its units, then +15%.

Units with low strength (infantry below 4,000 or ships below 5) must always make a morale check. Units that must make a check make a regular morale check as outlined above; if they fail, they are placed in their side's Rout Area.

## 6. Determine Victory

If one side has four times the number of un-routed units as the other side, then the side with fewer un-routed units "breaks" and retreats from battle. The broken side suffers attrition while retreating (approximately 12%, or 20% in a naval action). Units attempt to retreat to a random adjacent province, but cannot retreat into a province containing un-garrisoned enemy units, and will always prefer to retreat into a province controlled by its own nation. Units that can retreat have a base 10% chance to surrender instead of retreating; units that cannot retreat, for any reason, surrender. Retreating artillery units have a chance to be captured.

## 7. Pursuit

At the end of combat the victorious side has a 50% chance of pursuing the defeated side. If a pursuit ensues, then certain units on the victorious side may attempt to pursue, and certain units on the defeated side may attempt to "cover" and protect from the attacks of the pursuers.

In naval combat, ships, heavy ships, privateers, and frigates may attempt to pursue. Frigates may attempt to cover pursuit.

In land combat, cavalry of all types may attempt to pursue, and cavalry and guerilla units may attempt to cover pursuit.

The results of pursuit are displayed at the end of the quick combat.

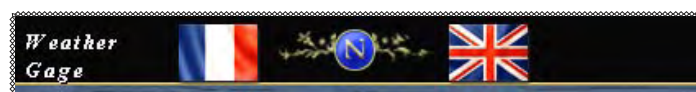
## 4.1 Naval Actions

Naval battles are implemented via the quick combat interface. The zones on the combat grid are renamed Volley, Attack, and Melee.



- Volley – ships fight at -2 attack but their attackers receive a -2 penalty when attacking them. Counter-attacks do no damage to volleying ships (but can still rout them.)
- Attack – ships receive a +1 bonus to attack, though attackers receive a +1 bonus when attacking them. Counter-attacks do half damage to attacking ships.
- Melee – ships tend to attack last in the round: they receive a +50 penalty to initiative (on a 0-100 scale.) They attack with a +4 bonus, but enemies attack them with a +2 bonus. Counter-attacks do full damage to ships in melee.

## Weather-Gage



At the start of every naval action, the weather-gage is calculated. The attacker has about a 66% chance of having the weather in its favor; the defender has about a 33% chance. The weather-gage provides a constant +1 bonus to attack for the side that has the weather in its favor throughout the entire battle, and a -1 penalty for the side which has the weather against it.

## Retreat from Naval Actions

Ships that are defeated in a naval action flee to an adjacent friendly harbor if one is available, otherwise to an adjacent sea area, losing 20% of their strength as they flee. The victorious fleet takes prizes from the defeated fleet and heals their units by an amount equal to the number of ships the defeated player lost while fleeing.

### 4.2 Harbor Attacks

Nations can declare naval actions against ships located in harbor. In such cases the attacking player has a -2 penalty on all attacks with his ships.

Additionally, at the start of every round of battle, each level of Guns development in the defender's province provides an attack on a randomly chosen enemy unit. This attack does an unmodifiable 1-10 points of damage. Finally, ships defending in port have only 1/3rd the normal chance to break morale during the Check Morale phase.

# 5. Detailed Combat

Full battles are fought on a 40x40 hex map that is randomly generated based on the terrain, levels of development, and population present in the province containing the battle. The attackers and defenders begin on opposite sides of the map.

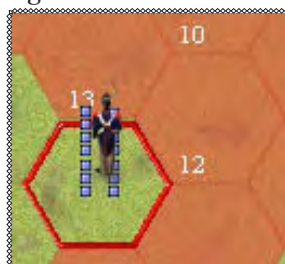


Units represent divisions, though divisions may be split into two distinct brigades. Players control their units in a turn-based system, issuing orders to move, fire, charge, deploy skirmishers, force march, rally, and change formations. An order is executed immediately upon being issued.

During daylight, each turn of battle represents 40 minutes of simulated time. Nighttime turns represent 90 minutes.

Units are also assigned a place in an initiative rotation each turn; a unit becomes active when it begins its turn in the initiative rotation. The player who controls this unit then becomes the active player, and on this player's computer the map becomes centered on the active unit. Non-active players are free to look about their map and inspect units, but may not issue orders until they become the active player.

A blinking cursor is drawn around the active unit to highlight it. All of the hexes to which the unit can be ordered to move are shaded in red and the number of movement points remaining (i.e., how many movement points the unit will still have left if it moves to that hex) is shown near the bottom of each shaded hex.



[Unit controls are provided in the section following the table below.]

## Rallying

A unit may also attempt to rally, by doing nothing, thus passing, or skipping, its turn. It then is given a chance to rally by way of a random check. A successful rally check improves three important properties of a unit: Morale, Fatigue, and whether or not a unit is Shaken. These are covered below.

## 5.1 Unit Properties

Formation	Units can have one of three basic formations: column, line, or square. In general, column formation is good for maneuver but inferior for attacking; line formation is good for attacking but very poor for maneuvering; square formation provides very good defense versus cavalry, but suffers against fire-attacks. Units located in fortresses ignore their current formation. Some units have no formation, as described below.
Disordered	A unit can become disordered when it suffers sufficient damage in combat, or when it attempts a change of formation and fails, or after charging an enemy unit. (Note however that a unit charging another disordered unit only has one chance to become disordered, even if it suffers losses.) Units automatically become disordered after charging an enemy unit that is in formation. Disordered units suffer extreme combat penalties, particularly when defending from an enemy charge. Disordered units have no formation. Disordered units that successfully change formation to a column, line, or square, are no longer disordered.
Shaken	A unit can become shaken, instead of becoming disordered, when it suffers sufficient damage in combat, or when it attempts some change of formation and fails. A shaken unit suffers small penalties on attack and defense and when changing formation. Units that do nothing for a turn have a chance of rallying, and becoming unshaken. A shaken unit in formation is much more likely to become disordered as a result of further combat damage or failed changes in formation (see below).
Skirmishers	Infantry units may deploy and recall skirmishers. In general, skirmishers are a defensive tactic, though skirmishers increase the morale loss that a unit inflicts. Units suffer some movement and formation penalties when they have skirmishers deployed, and have a 50% chance to become shaken or disordered when attempting to deploy or recall skirmishers. Light Infantry and Jager Infantry, however, do not suffer these penalties; have no chance to become shaken or disordered when deploying or recalling skirmishers; and have a reduced movement cost to deploy/recall skirmishers.
Morale	A representation of a unit's will to fight and its level of training and experience. The maximum morale of the unit is measured on a scale from 1.0 to 10.0 (though its actual morale can drop below 1.0). A unit loses morale when it suffers losses in combat, or is nearby when the morale of nearby friendly units drops below zero. Units can gain morale by rallying, or from proximity to friendly Guard units. If a unit's morale falls below 0, then it becomes routed at the beginning of its turn.
Broken / Unbroken	If a unit's morale falls below zero, it also becomes broken. The next time it is active, it becomes disordered and routed, fleeing from the field of battle. Broken units have a chance to rally (see below). Units in formation with positive morale are unbroken. Note that disordered units that have positive morale are neither unbroken nor broken.
Routed	Routed units flee and run from the field of battle. They move towards the edge of the map by the quickest possible route. Players no longer have complete control over routed units. However, they also have a chance to skip their turn, and attempt to rally. Detailed information can be found in the Turn Structure section. Routed units have no formation and suffer many of the same penalties as being disordered.
Displaced	A unit that has been charged can become displaced to an adjacent hex. It then automatically becomes disordered.
Facing	Units in square or column formation have facing along the direction of one hex side. Units attack best along the direction they are facing. A unit attacked along its flank or rear suffers increased casualties and an even greater increased loss of morale.
Quality	An average of a unit's maximum morale (i.e., the level of morale with which it started the battle) and its current morale. Unit quality is used to determine combat effectiveness of units, as well as their chance to change formation, and so forth.

Strength	Represents the strength of the unit in active men. The morale of a unit whose strength falls below 2,000 (1,000 for artillery units) automatically drops below zero, and the unit becomes routed.
Lost Their Eagles	Units that suffer more than 300 casualties as a result of an enemy charge have a chance to lose their eagles. A unit that loses its eagle recovers only 50% of the normal morale gained by rallying.
Fresh	A fresh unit is one that has just entered battle and has not yet attacked, nor suffered any great loss in combat, nor engaged in forced march on the way to the battle. Fresh units receive a very large combat bonus and a significant bonus when attempting to change formation.
Fatigued / Tangled	Units that force march, or that participate in combat, have a chance to become fatigued. Fatigued units suffer a penalty to their movement, to their chance to change formation, and to their combat results. Units have a chance to become un-fatigued by rallying. Artillery do not become fatigued but instead become tangled. Tangled artillery cannot move at all (though they may change facing). Tangled artillery have an easier chance of becoming untangled while rallying.
Un-fatigued	Un-fatigued units are neither fresh, nor fatigued. Units that are un-fatigued have a small chance (about 8%) of becoming fresh while rallying during a night turn.
Supply	Units have 10 levels of supply. Each time a unit attacks it uses 1-3 levels of supply. Units out of supply have drastically reduced fire attacks and have greatly increased loss of morale. Units re-supply either through the actions of friendly supply caisson units (provided at the beginning of battle, as explained below), which can re-supply a unit to its starting level; or by starting a turn in a castle, fortress, or village, which provides a minimal amount of re-supply each turn.
Surrendered	A unit that surrenders (either voluntarily or spontaneously, in the case of low morale) comes under the control of the other side in the battle. Surrendered units may not attack. At the beginning of every turn there is a 50% chance that a surrendered unit disappears from the field of battle.

## 5.2 The Tactical Map

Each hex on the 40x40 hex map used for detailed battle is assigned a terrain type. Rivers are aligned along the edges of hexes. Roads run from the centers of hexes to the centers of adjacent hexes.

### 5.2.1 Terrain

The terrain types and their properties:



Clear – standard terrain type



Height – allows sight over lower obstacles, various combat bonuses/penalties



Forest – blocks sight, provides a defensive bonus, slows movement, prevents linear formation and hinders formation changes



High Forest – forest on a height



Orchard – lighter forest type



Copse – very light forest



Tall Grass – blocks sight



Farm – small defensive penalty



Village – defensive bonus, blocks sight, slows movement, provides minor re-supply to units located in the village





Tower – adds to sighting distance of units located here



Fortress – defensive structure, provides artillery to units stationed here, provides some re-supply to units located in the fortress



Castle – strong defensive value, provides some re-supply for units in the castle



Mud – inflicts combat penalties



Swamp – defensive penalty



Lake (or sea) – blocks movement except in winter; in winter, defensive penalty



Mountain – impassable terrain

## 5.2.2 Terrain Properties

Name	Infantry Move Cost	Cavalry Move Cost	Artillery Move Cost	Defensive Multiplier	See Through
Clear	2	2	2	1	1
Height*	2	2	2	1	1
Forest	4	8	8	0.7	0
High Forest	4	8	8	0.7	0
Orchard	4	8	8	0.8	0
Copse	3	6	8	0.8	1
Tall Grass	2	2	3	0.9	0
Farm	3	4	4	1.1	1
Village	4	4	4	0.6	0
Fortress	4	4	4	0.3	0
Castle	4	4	4	0.3	1
Mud	3	4	6	1.5	1
Swamp	8	16	16	1.4	1
Lake**	--	--	--	2	1
Mountain	--	--	--	--	0

\* Additional move-point costs are incurred when units move up/down heights; see Full Battle – Model section for more information.

\*\* In winter battles, lakes are frozen. Lake hexes then take on properties that make them passable and that give units a severe penalty when they are attacked in combat on the Lake hex.

The Defensive Multiplier is used to multiply the number of casualties defenders sustain when located in the given terrain. Defensive Multipliers greater than 1 are defensive penalties.

## 5.2.3 Fortresses

Maps for battles that occur in provinces with levels of the Guns development may contain one or more fortresses. Fortresses are automatically garrisoned with militia under the control of the player who controls the province in which the battle occurs.

Units located in a fortress receive a substantial defensive bonus against attacks and charges. Also, units in fortresses attack as if they were a heavy artillery unit, regardless of their actual unit type.

Attacks against units located in fortresses may result in damage to the fortress, either at the location of the unit being attacked or in an adjacent location.



The exact chance of damage is related to the type of unit attacking (artillery have the greatest chance), the distance from the fortress, and whether either the attacker or the defender has the Engineering Corps upgrade. Damaged fortress hexes provide less defensive bonus to units located in them, and attacks from these

locations are less effective. A damaged fortress hex that receives further damage becomes a destroyed fortress hex and provides only a small benefit to any unit located in it. A unit may not enter a fortress into a hex adjacent to a well-ordered enemy unit located in the fortress, but may enter a destroyed fortress hex adjacent to such an enemy.

## 5.3 Sight

### 5.3.1 Fog of War

Each player begins the battle with knowledge of all the terrain on the map. Players, however, can only see enemy units that are in the line of sight of one of the units they control. Hexes that do lie within the line of sight of a player's units are in the fog-of-war and are darkened to show that enemy units that may be located in them cannot be seen.



Even when an enemy unit can be seen by some of a player's units, a unit may only attack it in fire-combat if that particular unit has a line of sight to the target (the exception being howitzer units, which may attack units to which they have no line of sight).

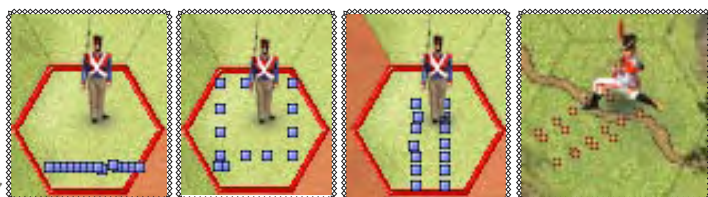
### 5.3.2 Sighting Rules

The rules for sighting:

- Each unit can see a base distance of 6 hexes
- Weather can lower base distance (to minimum of 2, depending on weather type)
- Nighttime base visibility distance is 1 hex
- Upgrades Advanced Scouting I and Advanced Scouting II each increase visibility by 1. At night a player with both Advanced Scouting I and II will increase visibility by a total of 1 hex.
- Light Cavalry, Light Infantry, and Jager units have increase visibility range of 1 hex (including night time)
- Forest, Orchards, Villages, Castles, Fortresses, Copses, and Tall Grass block sight from units not on heights
- Forests on Heights and Mountains block sight of all units
- Hexes containing too much smoke block sight of all units on the same height or a lower height
- Infantry and cavalry units block sight for units at their same height

### 5.3.3 Representation of Units on the Screen.

Units are drawn in two ways. In standard view, or "3D view", they are drawn in groups of small boxes, in a pattern appropriate to their formation: line, square, column, or disordered. (There is also a separate pattern for skirmishers).



Additionally, each comes with an appropriate figure representing the unit type; infantry, cavalry, artillery, etc. The presence of a commander is represented by a waving flag above the figure.



A unit out-of-supply is designated by a flashing supply caisson symbol at the bottom of the unit's hex.



The current level of morale of a unit is designated by showing low-morale units with a slight "jitter" in proportion to the unit's loss of morale.

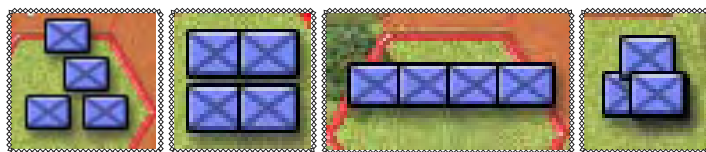
The figure also changes with the status of the unit; it becomes wobbly with increased disorder or low morale, and turns transparent when a unit becomes disordered.



In "chit view", units are drawn as a collection of four military icons shaded to the color of the controlling nation or country: boxes with lines through them for infantry, boxes half-shaded for cavalry, diamonds for artillery, and circles for supply caissons.



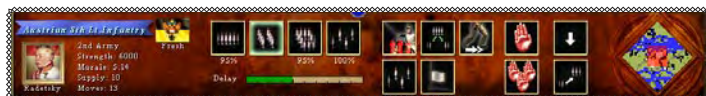
The pattern of the four icons comprising a unit designates the current formation of the unit: icons in a line pattern show line formation; icons in a 3-1 formation show column formation; icons in a square pattern shows a square formation; and icons in a disorganized pattern shows disorder and/or routed status.



As in the standard view, the current level of morale of a unit is designated by showing low-morale units with a slight "jitter" in proportion to the diminution of the unit's morale.

The fog-of-war for the active player is shown by shading hexes in grey wherever this player's units cannot see – see section 5.3 above, Sight, for more information.

The bottom portion of the screen shows information about the active unit and its commander, if one is attached to it.



*Left-click allied unit*

*Right-click on any unit*

French 13th Infantry V Corps Strength: 9420 Morale: 6.79 Supply: 10 Moves: 0 Fresh	Austrian 15th Cavalry 4th Army Approx Strength: 8000 Approx Morale: 4.00 Flankers: 0
--	--

*'c' or Charge button*



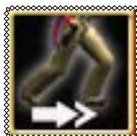
### 's' or Split button



*'k' or Skirmish button*



*'m' or Force March button*



*'w' or delay bar*



*f* Fortify.

*Left-click on hex*

Active unit moves to this hex. The unit's facing is along the direction of motion.

*Right-click on hex*

Active unit faces in direction of this hex.

*Left-click enemy unit*

Attack enemy by fire-attack, if possible.



*Left-click allied unit*

Supply Caisson re-supplies a friendly unit within its movement range.





## *'y' Sentry.*

Unit does not become active again until it is awakened, enemy units move within its line of sight, or it is attacked. A sentried unit will also rally.

## *'e' Wakeup.*

Unit under mouse-cursor becomes un-fortified or un-sentried.

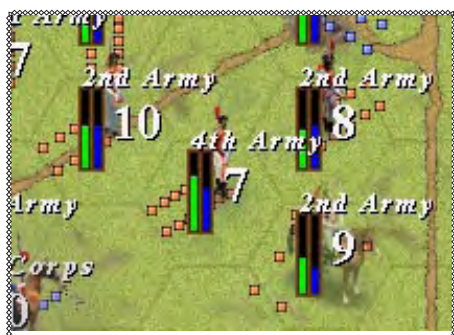
## *'g'*

The active unit's commander (if any) is detached from this unit and attached to the friendly unit that is under the mouse-cursor when the 'g' key is pressed. A unit may have at most one commander attached to it.

## *'+'*

Toggles between the standard view and the chit view.

## *TAB*



Toggles an information overlay on and off, with information about the units on the map.

## *ENTER*

Centers screen on active unit

## *Arrow Keys*

Scroll map

## *SHIFT + Drag Mouse Cursor*

Scroll map along direction mouse is dragged.

## *Left-click on Thumbnail Map*

Centers main map on the location clicked

## *Spacebar or Skip Turn Button*



[Active unit passes the rest of its turn without performing any actions. This gives the unit a chance to rest and recover morale and possibly to become un-fatigued.

## *Line Button*



Orders the unit to attempt to form the line formation. The approximate chance of success is given below the Line Button.

## *Column Button*



Orders the unit to attempt to form the column formation. The approximate chance of success is given below the Column Button.

## *Square Button*



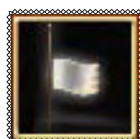
Orders the unit to attempt to form the square formation. The approximate chance of success is given below the Square Button.

## *Disordered Display*



Shows whether or not unit is disordered.

## *Surrender Button*



Orders unit to lay down arms and surrender.

## *Skip All Button*



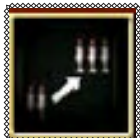
Skip turns for all your units till the end of the turn.

## Retreat Button



Orders a general retreat. All your units will be routed and flee to the edge of map. After three turns the battle will end with the victory falling to your opponent.

## Reinforce Button



Call reinforcements (corps/armies) from adjacent provinces, if available. Reinforcements arrive one or two units at a time at the edge of the map.

## 5.4 Initialize Battle

Units begin in line along opposite sides of the map. Units that cannot be placed in a line due to the presence of impassable terrain are placed at a random location within that side's starting area.

Units enter the map adjacent to other members of their corps or army. At the beginning of a detailed combat, an opposed command check is made comparing the initiative rankings of all of the commanders involved on both sides. The corps and armies of the side that lose this opposed command check enter the map with a greater average distance between them.

Commanders are randomly assigned to units in their own corps or army. The map is randomly generated based on the characteristics of the province in which the battle is occurring.

Units begin the game fresh, unless they are under orders on the main map to force-march, in which case they begin the battle fatigued.

A side whose units are using supply, and that are adjacent on the main map to a friendly supply depot, begin the detailed battle with a number of free supply caisson units. A side whose units are out of supply begins with only a minimal number of supply caissons.

If the province contains one or more fortresses (the chance of a fortress appearing in a province is proportional to the province's level of Gun Developments) then the player who controls the city in this province automatically receives enough militia units to garrison all the fortresses on the map.

## 5.5 Turn Structure

### 5.5.1 Assign Initiative

At the beginning of each turn, random initiative values are assigned to units. Units move in the order of the initiative value assigned to them. Units in a corps receive a substantial initiative bonus, and will always act before any unit not attached to a corps. All units in a corps receive the same initiative value, and move on the same initiative segment.

### 5.5.2 Surrendered Units, Local Supply, Reinforcement

At the beginning of every turn, there is a 50% chance that any surrendered unit will be removed from the map. Units in castle or village also receive a small amount of supply at the beginning of a turn. Also, if any reinforcements are on the way (called from the Call Reinforcements button), one or two reinforcement units may arrive at the edge of the map at the beginning of the turn.

### 5.5.3 Check for Victory vs. General Retreat

At the beginning of every turn, if the number of broken units on a side is greater than three times the number of unbroken units, that side collapses into overall disorder (all units become disordered, except for cavalry), issues a general retreat, and is routed from the field, losing the battle. Broken units are units that began the turn with negative morale. Unbroken units are units with positive morale that are not in disorder.

In addition, players always have the option of issuing a general retreat during their turn. They need not wait until their units become broken.

When one side or the other is under a general retreat the battle will continue for several more turns during which time the victorious side may pursue and attack the units of the side that are being routed. After these few rounds have passed, however, the battle is ended, regardless of whether or not all routed units have retreated from the field of battle.

### 5.5.4 Leaders Make Rally Checks

Commanders make morale checks to assist in rallying routed units under their command.

### 5.5.5 Global Morale Loss

If a side has more broken units than unbroken units (as defined in Unit Properties above) then each unit on that side loses .25 morale. If the number of broken units is greater than twice the number of unbroken units, then each unit on that side loses .5 morale. Note that in either case units in fortresses or castles only lose .1 morale. Also, all units on the attacking side lose .05 morale at the start of each turn.

## 5.5.6 Guard Units Raise Morale

Ordered guard units raise the morale of all non-routed, non-disordered adjacent friendly units by .2. A unit may benefit from no more than one guard each turn. Guards may not raise a unit's morale greater than 4.0 and each day of battle decreases this maximum by 1.0.

## 5.5.7 Unit Turn

Units now move in initiative order. The first unit in initiative order is selected and becomes the active unit. The player who controls this unit may then issue orders to the unit. Orders issued to units are executed immediately upon being issued. When a player is finished issuing orders to the active unit, the unit becomes unselected, and the next unit in initiative order becomes the active unit.

## 5.6 Unit Options

### 5.6.1 Change Formation

By pressing formation buttons or hitting the proper keys the player may attempt to change the formation of the currently active unit. The current chance to change to that formation is listed under the button for that formation.



The Line Formation can only be adopted in clear terrain.

Under the following adverse circumstances, an attempt to change formation requires a successful morale check:

- the unit's maximum morale is less than 3.0
- the nation does not have the Formation Drilling upgrade
- a unit is already disordered
- the unit is under threat (can be targeted) by an enemy unit

If this morale check fails, then the unit becomes either shaken or disordered, loses the remainder of its turn, and fails to change formation.

The morale check is based on the difficulty of the formation to be assumed adjusted by the following conditional modifiers:

- Attempting to form columns/squares in rough terrain makes the check 50% more difficult
- Fresh units check 50% more easily

- Skirmishers deployed outside of castles make the check 20% more difficult
- Out-of-supply makes the check 20% more difficult
- Fatigue makes the check 20% more difficult
- Disordered cavalry makes the check 500% more difficult
- A commander attached to the unit decreases the difficulty of the check according to his Morale Bonus attribute
- Cavalry Organization and Formation Drilling decrease the difficulty of checks for cavalry and infantry respectively

Each formation requires a certain amount of movement points to assume.

### 5.6.2 Deploy and Recall Skirmishers

It costs 9 movement points for infantry units to deploy or recall skirmishers, excepting light infantry and Jager infantry, for which the cost is only 2 movement points. Disordered units may not deploy or recall skirmishers. Units have a 50% chance to become disordered or shaken when attempting to deploy/recall skirmishers, excepting light infantry and Jager. When skirmishers are deployed, the icons representing the infantry unit on the map are adjusted to show a thinner, more disperse line. Having skirmishers deployed modifies the movement and combat properties of a unit as outlined in the respective sections above.

In general, deploying skirmishers is a defensive posture.

### 5.6.3 Change Facing

The user can order a unit to change facing by right-clicking on a hex; the unit then attempts to change facing to best face the clicked hex. The movement cost of changing facing this way as the same as the cost of changing facing as presented in the outline of the movement rules above. (Note that clicking on an enemy unit will provide a pop-up box with estimated information for that unit. Just click on an empty hex in the general direction you want the unit to face to change its facing.)



### 5.6.4 Wait / Delay

A delaying unit moves later in the turn order but loses 3 movement points while waiting.

### 5.6.5 Fortify

A unit may fortify; it will not move again until the user clears its fortification status by moving the mouse over the unit and pressing the wakeup key, ('e'), or until the unit is routed. A fortified unit is shown by a contraction of the unit's icon.



Fortified units take 10% fewer casualties but also deal 10% fewer casualties.

## 5.6.6 Sentry

A unit that declares sentry will not become the active unit until a user either wakes it up, with the wakeup key ('e'), clicks on it with the left mouse button, or until the unit spots an enemy unit.

## 5.6.7 Skip Turn

This ends a unit's turn. If the unit spent no movement points then this counts as a resting turn for the unit. Units resting recover some morale – a base amount of .1 plus a bonus from any commanders attached to them. Commanders also have a chance to provide a major morale boost according to their Morale Bonus attribute. The upgrade Esprit de Corps increases morale boosts from resting by 33%. A unit that has lost its eagles recovers 50% of normal morale by resting. Units while resting have a base 25% chance to become un-fatigued; commanders attached can increase this chance according to their Morale Bonus attribute. The morale recovered by rallying cannot restore a unit to a level greater than its maximum morale minus 2.0. This maximum level decreases by 2.0 for each additional day of battle.

## 5.6.8 Attach Commander

Units with an attached commander may attach the commander to another unit within that unit's movement range by moving the mouse cursor over the new unit and pressing the commander key ('g').

## 5.7 Movement Rules

The base cost to move into the new hex is determined by the type of unit attempting to move and the terrain into which it is moving.

### *Zones of Control*

Most types of units must obey zone-of-control (ZOC) rules. Well-ordered (that is, not disordered or routed) units exert ZOC over all hexes immediately adjacent to them. Zone-of-control is not exerted up or down changes of height, nor across unfrozen rivers. A unit cannot pass from a hex under an enemy unit's ZOC into another hex under the same unit's ZOC. Cavalry can ignore the ZOC's of enemy infantry, but not the ZOC's of enemy cavalry. Guerilla units and light cavalry can ignore all ZOC's but must pay double the normal movement costs when doing so. Units that are disordered or routed can ignore enemy ZOC's.

### *Pinned Units*

When an infantry unit begins its turn face-to-face with an enemy infantry unit, then it must make a control check or be pinned in combat. A control check is a random check versus the quality of a unit (commanders can give a bonus to the check). A pinned unit will automatically fire at the enemy and then end its turn. Both units must be ordered and facing each other in order for a pin check to take place.

### *Misinterpreting Movement Orders*

Every time a unit is issued a movement order it must make a command check, which is similar to a control check as described in the paragraph above. If it fails this check, it may misinterpret the movement order issued to it, in which case it will instead move to a hex adjacent to the location for which the original orders were issued. Units misinterpreting their movement orders in this way will generally move to hexes of the same basic terrain type as the hex to which they were originally ordered to move.

### *Modifiers to Movement Costs*

Modifiers to the base movement cost include:

- Guerilla units have -1 cost when moving into rough terrain.
- If there is a road in both the source and destination hexes, then cost is 1. Roads don't work in muddy hexes, nor do they help units in line formation.
- If there is a river along the edge of the hex over which the unit is moving, and there is no road across the river, this increases the cost by 6
  - Rivers don't increase cost in winter
  - Engineering Corps decreases river crossing cost to 3
  - Units cannot cross a river if either the hex that they currently occupy or the hex into which they wish to move is adjacent to a well-ordered enemy unit.
  - Note that crossing a river automatically ends a unit's movement for the turn
- Fords in rivers are shown by an area of the river covered with rubble. Units can cross at fords with only an increase of +2 to the movement cost. Crossing at a ford does not end a unit's turn. All other river rules (such as combat modifiers and ZOC rules) are in effect across fords.
- Double-Line upgrade increases cost by 1 (this upgrade makes units stronger when attacking but slower when moving)
- Units with skirmishers deployed increase cost by 1, unless Light Infantry or Jager
  - +5 to move up a height
  - +2 to move down a height
- Lines / squares can't enter rough terrain or cross rivers

- Squares can only move one hex (two hexes with Mobile Squares upgrade)
- Each change of facing costs 1 for each degree of face change
  - For units in line formation, change of facing costs 4, unless player has Wheel Training upgrade, which reduces this cost to 2 (for units in line formation)
  - Disordered/routed units do not pay change of facing costs as they are not considered to have facing
- Cost +2 if source hex is adjacent to enemy unit (unless it is a routed unit, or a guerilla or cavalry unit adjacent to an infantry unit, or unless it is adjacent to a disordered or routed enemy)
- A unit may not enter an undamaged fortress into a hex that is adjacent to an ordered enemy unit.
- Units cannot pass through friendly routed or disordered units.
- Tangled artilleries (i.e., disordered artilleries) cannot move.
- Every other turn, all units receive a minimum number of nine movement points if their modified movement points is otherwise below the minimum level. This ensures that units under adverse conditions (e.g., terrain, weather, formation) can move, fire, or change formation at least every other turn.

Horse Artillery	16
Howitzer	10
Supply Caisson	10

## Routed Units

Broken units become routed as soon as they become the active unit. When a unit becomes routed, all units within six hexes of that unit may have their own level of morale affected:

- Friendly units whose quality is lower than the routed unit lose 1.0 morale
- Other friendly units lose .5 morale
- Enemy units gain .25 morale

(In this case, lower quality units are those units with less maximum morale than the routed unit.)

A routed unit with no commander attached has a 33% chance of skipping its turn, doing nothing other than attempting to rally. Otherwise, a routed unit moves automatically toward the edge of the map, and away from enemy units. A routed unit that begins its turn at the edge of the map leaves the field of battle and is removed from detailed combat.

## Base Unit Moves

Name	Base Move
Infantry	12
Militia	11
Guard	13
Light Infantry	12
Rifle Infantry	12
Landwehr Militia	10
Guerilla Infantry	16
Cossack Infantry	14
Jager Infantry	15
Janissaries	13
Cavalry	24
Heavy Cavalry	20
Light Cavalry	28
Cossack Cavalry	26
Irregular Cavalry	24
Lancers	28
Artillery	10
Heavy Artillery	10

## Non-Routed Units

Non-routed units receive a certain number of movement points, which they can spend to move, attack, change formation, and so forth.

## 5.8 Fire-Combat

A unit can choose to fire at an enemy unit to which it has a clear line of sight and is within firing range of the unit. Artillery, Jager, and Riflemen generally have good or medium range; other units have minimal range. Firing costs 6 movement points, and generally ends a unit's turn, though guerilla units and light cavalry have a limited ability to fire and continue moving.

The basic procedure used to resolve fire-combat is:

1) Attacker inflicts casualties. A percentage is generated for the attacker. The base casualties caused by the attacker is given by: (Base Casualties) = (Attacker Strength) X (Attacker's Percentage / 1800)

- Casualties are modified by the quality of the attacker
- Fresh units do +50% damage
- Fatigued units do -25% damage

# Detailed Battle Interface

- Fortified units both take and deal 10% fewer casualties
- Skirmishers defending in castles do -50% damage
- Casualties are modified according to the attacking unit's formation
- Casualties are modified according to the defending unit's formation vs.. the type of attacking unit (i.e. square formation is very effective vs.. cavalry but not vs.. artillery)
- Units fighting in column formation with Column Fighting upgrade do +20% damage
- Each level of Target Practice upgrade increases infantry damage by 10%
- Artillery Organization increases artillery damage by 10%
- Infantry in line formation with Double Line upgrade do +33% damage
- Divisional Artillery upgrade increases the attack of infantry units at long range
- Field Medicine I & II upgrades decrease casualties taken by 8% each
- If the attacker has Engineering Corps upgrade, this increases damage done vs. units in Castles
- If the defender has Engineering Corps upgrade, this decreases damage done vs. units in Villages
- Casualties are reduced according to distance attacker moved before attacking – i.e., if attacker only has 50% move points remaining before it attacked then damage is reduced by 50%
- Casualties are reduced according to the range characteristics of the attacking unit. Short ranged units, such as infantry and cavalry, can fire effectively, under normal circumstances, to a range of about two or three hexes, though they may be more effective at longer ranges under certain circumstances. Artillery is typically effective at a range of eight or nine hexes.
- Artillery vs. artillery only do 10% normal damage
- Attacks vs. cavalry only do 50% damage
- Supply caisson units take +20% damage
- Units out-of-supply do -50% damage
- Casualties are reduced if attacker is attacking off-axis (i.e. in a direction other than its forward-facing direction). Units lose 16% efficiency for each direction they attack off-axis. Disordered and square units are not considered to have facing and so this penalty does not apply to them.
- Damage is increased if the defending unit is flanked. A unit flanks an enemy unit if it is (1) adjacent to it, (2) on the same height level, (3) facing it, and (4) not separated from the unit by an unfrozen river. If a defender has more than one such flanking unit then it suffers an increase in damage done to it in proportion to the total number of units flanking it:
  - An attacking unit that is part of a corps can flank more precisely in coordination with units in the same corps – units in the same

corps as the attacking unit each count as two flanking units for the purposes of calculating increased flanking damage

- Square formations have partial defense against flanking and are always considered to have two fewer flankers
  - Flanking is only half effective against units with deployed skirmishers outside of fortifications
  - The upgrade Flanking Tactics doubles the bonus flanking damage that a unit does
  - Combined Arms: If a unit is being flanked by an infantry, a cavalry, and an artillery unit, then the unit is considered to be under the attack of combined arms. Having combined arms is equivalent to having three additional flankers.
  - Weather modifiers are applied (except in some cases, such as artillery vs. castle locations)
  - The terrain in the defender's location modifies casualties
  - Except for Light Infantry, units attacking out of rough terrain (Forest, Village, Orchard, etc.) receive a -25% penalty. This penalty is halved if the unit is in skirmisher order.
  - Defending guerilla units receive additional terrain benefits (that is, they apply the normal terrain defensive value twice). This only applied to terrain types that provide bonuses to the defender.
  - Attacks across unfrozen rivers do -50% casualties (attacker only, not for counter-attack)
  - If the attacker is on a height and the defender is not:
    - Artillery cause -80% damage
    - Other units cause +10% damage
  - If the attacker is not on a height and the defender is:
    - Artillery cause -80% damage
    - Other units cause -20% damage
  - Smoke in either the defender's hex or the attacker's hex lessens the effectiveness of the attack, up to -50% each (at maximum smoke)
- 2) Defender Suffers Casualties and Morale Loss. Defender loses morale points based on amount of casualties suffered.
- Non-squared units under enfilading or flanking fire lose 33% more morale for each flanker attacking them
  - Units with skirmishers deployed suffer only 66% normal morale loss.
  - Supply caissons suffer +100% morale loss
  - Units out-of-supply lose +100% morale loss
  - There is a small (2-3%) chance that a unit suffers quadruple the normal morale loss
- 3) Attacker loses supply. Units at full supply have 10 supply points (the Efficient Supply upgrade increases this to 13). Each time a unit attacks (or counter-attacks) it loses 1-3 lev-



els of supply in proportion to how well its attack fared. The Cannonball Standards upgrade reduces this loss of supply to 1 for a nation's artillery units.

4) Defender unit launches counter-attack. This follows almost exactly the procedure outlined for an attacking unit except as noted above.

If either unit suffered at least 25 casualties it must make a morale check. If the check fails, the unit either becomes shaken or collapses into disorder. The check is made more difficult for higher levels of casualties. It is also more difficult for divisions in line formation, but is easier for divisions in square formation or for non-skirmishing divisions in a castle.

- **Morale Collapse** – There is also a chance that each unit involved in combat that receives more than 50 casualties will experience a sudden morale collapse. If the enemy unit's current + maximum morale (quality) exceeds the unit's own quality and the unit is not in a castle and the unit is not a guard unit, then there is a 10% chance that the unit's morale collapses and falls below zero.

Each attacking unit loses its fresh status.

The defending unit loses its fresh status if it receives at least 25 casualties.

Units attacking or defending have a chance to become fatigued. Fatigued artillery are considered to be "tangled" and cannot move until they become untangled. Fatigued infantry and cavalry units have a penalty to movement and attack until they (through rest) become un-fatigued. Defending artillery only have a chance of becoming tangled if they receive more than 200 casualties from a single attack. Attacking artillery do not have a chance to become tangled. Attacking or defending artillery have a chance to become fatigued when they deal more than 25 casualties: the chance of fatigue for infantry is 25%, for cavalry 8%.

Modifiers to combat damage are cumulative with each other. For instance, say a unit causes 100 base casualties. If the unit is fresh it receives a +50% bonus, causing instead 150 casualties. Furthermore, if the nation controlling the unit has the Target Practice I upgrade, then the unit receives a +10% bonus on fire-attack damage: in this case, +15 casualties, for a total of 165 casualties.

## 5.9 Charge-combat

Charge-combat occurs when a unit adjacent to and facing an enemy unit chooses to initiate a charge. It is resolved in a manner that is generally similar to the procedure for fire-combat outlined above. Charge attacks cost 9 movement points. Charge-combat cannot be initiated across an unfrozen river.

Unique to charge-combat are the following attributes:

- If infantry initiate a charge, defending light cavalry, Cossack cavalry, and guerilla units have a 50% chance to avoid the charge by retreating into an open adjacent hex. Light cavalry and Cossack cavalry have two chances to make this check.
- Other infantry have a chance to avoid a charge by an enemy infantry but become displaced and disordered.
- When infantry charge there is a chance that the charge degenerates into a fire fight, which reduces casualties inflicted by the attacker. This chance is related to the current morale level of the infantry unit. This causes the charging unit to become shaken.
- Units that might suffer too much damage as the result of a charge may spontaneously surrender rather than suffer the damage.
- A unit adjacent to an ordered enemy infantry or cavalry unit cannot charge an enemy artillery unit – this represents the ability of infantry and cavalry to screen artillery units from charges.
- Attacker and defender each generate a charge-power result based on terrain, their respective formations, their morale ratings, unit vs. unit considerations, and random variation. The Cavalry Ferocity upgrade increases a charging cavalry unit's charge-power by 20%. If the attacking unit's charge-power exceeds the defender's, then the defender is displaced from its hex, the defender becomes disordered, and the attacker moves into the hex formerly occupied by the defender.
- Artillery and supply caissons that are charged and fail their opposed charge-power checks have a chance to become captured by the enemy unit. If captured, they are immediately placed under the control of the attacking player; their strengths are reduced to a minimum level, however, and they may be in disorder when first captured.
- The upgrade Bayonet Practice gives infantry +20% damage when charging.
- The upgrade Cavalry Training gives cavalry +20% damage when charging.
- Defender infantry can spontaneously try to form a square against enemy cavalry when a charge is initiated against them. Their chance of success is proportional to their quality. The Impromptu Squares upgrade decreases the morale-check difficulty by 33%. Infantry can only attempt this if they are neither disordered nor routed. If the impromptu square succeeds, the attacking cavalry loses some movement points and calls off the charge.
- Light cavalry have a penalty of 50% damage when charging non-light cavalry.

- Heavy cavalry always take 33% fewer casualties from charge-combat.
- Charging casualties are limited to 50% of the target unit's strength
- Mud and swamp are very difficult to charge out of: attackers have only 1/3rd charge-power and deal only 33% normal casualties when attempting to charge from mud or swamp hexes.
- Charging into or out of rough terrain imposes a (cumulative) 50% penalty to charge-combat. Light infantry ignore the penalty for charging out of rough terrain.
- Charging up heights or across unfrozen rivers (across bridges) gives considerable advantage to the defender.
- Charging is deadlier in winter for both the charging unit and the defending unit, though defenders of charges in winter have a greater advantage and have double the charge-power.
- Units that suffer more than 300 casualties as the result of a charge-combat have a chance of "losing their eagle." A unit that loses its eagle recovers morale at only 50% the normal rate.
- Only very high morale units can attack a well-ordered unit without automatically becoming disordered as a result of the attack. High morale units (with base morale above 7.0) still have a 33% chance to become disordered.

## 5.10 Smoke



As a result of combat, especially fire-combat, hexes that contain attacking and defending units begin to fill up with enormous clouds of smoke. Hexes under heavy fire can acquire so much smoke as to obscure sighting. The presence of any smoke in a hex obscures combat into and out of the hex – partially protecting the unit located in that hex from attacks, but hindering

that unit when it attacks out of the hex. At the beginning of new turns smoke might partially drift to adjacent hexes, and all clouds of smoke have some dissipation at this time. Dissipation of smoke is greater under certain weather conditions, such as storms.

## 5.11 Turn Completion

Play continues in this way until all units have completed their moves, at which point a new turn begins.

## 5.12 Commanders

Commander units that are present in a province on the strategic map will join the battle on the detailed hex map, attached to randomly assigned units, at the beginning of the battle. A commander attached to a corps or army will be attached to a division that is attached to that corps or army.

Commanders are not independent units during a full battle, but are always attached to a unit during the entire course of the battle. You can, however, move a commander from one unit to another. When a unit with a commander is active, you can move the mouse over another unit. Pressing the 'g' key will then detach the commander from the active unit, and re-attach it to the friendly unit that is under the mouse when the 'g' key is pressed. A unit may have, at most, one commander attached to it.

A commander aids the performance of units in several ways.

- A routed unit normally has a 33% chance to stand and do nothing. A routed unit under the command of a commander ignores this check.
- Units under a commander have a chance to regain a large amount of lost morale while resting
- Units under a commander have a greater chance to become un-fatigued while resting
- Commanders help units change formation according to their Morale Bonus attributes
- Commanders with a Cavalry Multiplier attribute increase casualties caused by charging cavalry under their control
- Commanders with a Tactical Skill increase casualties caused by units under their control
- Commanders with an Initiative Modifier increase the movement points of units under their control

Every attack that causes at least 25 casualties has a chance of killing an attached commander equal to 1/3rd the amount of damage from the attack, divided by the current strength of the unit. The presence of a commander attached to a unit is shown by a flag drawn on the unit's icon. When the currently active unit has an attached commander, then the commander's mug-shot appears in the lower left hand corner of the screen; if the player moves the mouse cursor over this mug-shot, then the stats of the commander will popup.

## 5.13 Weather

Weather in a province affects the combat performance of units in several ways:

- Weather affects the initiative of units moving into and out of provinces containing weather. The effects are cumulative, so moving from a province containing ice into a province containing heavy snow results in an initiative multiplier of  $.6 \times .3 = .18$ .

- Weather also affects the cost of supplying units. Units in a province containing a weather condition apply the supply cost multiplier to the monetary cost of supplying them.
- Weather can also destroy depots in a province before they have a chance to offer supply. Snow has a 50% of destroying any depot in the province. Heavy snow and storms have an 85% chance of destroying depots. Depots in may not be destroyed by weather if they are located in provinces controlled by the same player who controls the depot.
- On the strategic map, only the rain and snow weather types are graphically indicated. The rain graphic is used to depict the rain, storm, and flood weather types. The snow graphic is used to depict snow, heavy snow, and ice. Players do not know precisely which weather type is indicated by the general weather pattern. Fog is not used on the strategic map.

In Detailed Combat:

- The initiative modifier multiplies the movement points available to units in detailed combat – though every other turn in detailed combat units will have a minimum of 9 movement points available.
- Combat casualties are multiplied by the combat multipliers listed below for both charge and fire attacks.
- Fog reduces sight to two hexes.
- Cavalry have a 40% chance to break infantry squares if they charge them while it is raining. Lancers in the rain have an 80% chance to break infantry squares.
- Weather also multiplies the cost of supplying troops if there is weather in the province in which the troops are located.

Weather	Initiative	Charge Attack Multiplier	Fire Attack Multiplier	Supply Multiplier
Snow	.5	1.5	.85	2
Heavy Snow	.3	1.7	.65	3
Ice	.6	1.3	1.3	2
Rain	.9	.7	.25	1
Storm	.4	.5	.18	3
Flood	.3	.8	.8	2
Fog	.8	.6	.3	1

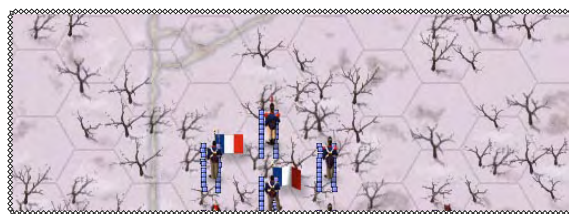
Note that provincial weather does not necessarily mean that the weather pattern will be present during every round of battle; the weather may come and go. Whatever weather pattern is present will be graphically visible on the screen.



## 5.14 Winter and Desert Combats

### Winter

During winter months battles fought in northerly provinces may be winter battles. In winter battles, the hexes show snow and ice.



Water in lakes and on shore-lines freezes over and becomes ice. Ice has a movement cost of 2 for each type of unit but has a defense penalty of 2.0 (that is, casualties suffered by defenders on ice hexes are doubled).

Other effects of winter:

- Rivers in winter freeze over and become passable terrain; rivers instead add 1 to the cost of movement over them
- All casualties are increased by 50%
- Charge-combat is more difficult to accomplish (by about 25%). Driving off defenders by charging is twice as difficult.
- Units lose 16% of their base movement points
- Infantry charges are more likely to degenerate into fire-attacks during winter



## Desert

For combats in deserts the terrain changes to show a desert area.



All casualties are increased by 50% when fighting in the desert. The cost of moving in every hex is increased by 1 for each type of unit in the desert.

## 6. Political Concepts

### 6.1 Nations and Countries

“Nation” refers to one of the eight principal powers of the game: France, Britain, Sweden, Prussia, Austria, Russia, Spain, and Turkey.

“Country” refers to any of the other secondary powers, such as Baden, Naples, or Egypt.

### 6.2 Attitude

#### Attitude Modifiers

Nations and countries have various levels of attitude, favorable or unfavorable, toward each nation in the game. The attitude toward a nation is made more favorable by such factors as:

- Offering monetary subsidies
- Active Trade Routes with a Nation or Country
- Accepting treaties offered by a nation
- Being at a state of war with a nation’s enemy

Actions that tend to lower attitude toward a nation include:

- Refusing an offer by a country to form a protectorate with it (lowers the attitude of that country and all other countries)
- Refusing to defend one’s protectorate (lowers the attitude of the protectorate and all countries)
- Trespassing in a country’s territory (lowers the attitude in that country and in all surrounding countries)
- Violating a nation’s territory
- Nations don’t like the nation with the highest glory
- Being at a state of war with a nation’s ally

The actions of diplomats may also result in gain or loss in the attitude that nations and countries have toward nations.

## Effects of Attitude

Attitude is used to determine whether a computer-controlled nation or a country will accept reasonable offers made by another nation – such as trade proposals, treaty proposals, declarations of alliance, etc. Computer-controlled nations with low attitude toward other nations will tend to declare war on them when they are able to do so and when it is otherwise in their interest.

Countries with a good attitude toward a particular nation may spontaneously make an offer to that nation to become that country’s protectorate. This is even more likely to happen when the case when one nation is dominating the map, or when a protectorate’s neighbors are under attack.

#### Diplomats Reveal Attitudes

A diplomat learns the attitude levels of any nation or country that owns a province adjacent to the province in which a diplomat is located. The attitudes are revealed either as a pie-chart overlay on the main map (displayed using the Map à Show Attitudes from the pop-up menu), or under the Foreign Relations Advisor screen.

### 6.3 Protectors and Protectorates

#### Becoming a Protector

A nation can become the protector of a country if the country spontaneously requests the protection of the nation. There is a chance this will happen whenever the attitude of a country overwhelmingly favors one nation far and above all other nations.



A country will also ask a nation to be its protector when another nation declares war on that country. The country will choose a nation to ask to become its protector with which it maintains a good attitude. However, the nation cannot be allied with the aggressor nation, and may not be prevented from going to war with the aggressor in some other way (such as by a treaty or by peace-turns).

#### Protectorate Status

A nation that becomes the protector of a country has some limited control over that country. It can treat that country’s territory as its own for the purposes of movement and for building depots.

The nation gains some control of that country's units and cities. The nation may use its protectorates military units, but may not remove the protectorates' divisions from a corps or army owned by the protectorate. The nation may garrison its own units in the protectorate's cities. Nations do not pay upkeep for units belonging to their protectorates, though they are responsible for supplying them.

A nation may not set unit build orders, nor begin new developments, for its protectorates. Protectorates will continue to build their own military units and to set their own development developments.

### *Protector Responsibilities*

If a nation declares war on a country that another nation has as a protectorate, the protector has three options:

- Immediately declare war on the aggressor. This counts as a *causus belli* and does not result in a glory penalty for the protector.
- Issue an ultimatum to the aggressor: cease your war against my protectorate or we will declare war! If the aggressor chooses to go through with the war the protector need not actually follow through on the ultimatum.
- Break with the protectorate. The protectorate becomes an independent country once again.

### *Liberating Protectorates*

A nation can terminate its protector relationship with a protectorate in any turn, either by right-clicking on the protectorate on the main map and choosing liberate from the pop-up menu, or by finding the protectorate on the list of nations and countries and selecting the liberate icon.

## 6.4 Violating Territory

A nation can choose to violate the territory of another nation. To begin or end violating another nation's territory, right-click on the nation and then choose Violate Territory or Stop Violating Territory from the pop-up menu. Violating a nation's territory allows a nation to move its military units through the violated nation; however, this provides a *causus belli* that allows the violated nation to declare war on the trespasser without incurring any penalty to glory. This is overridden in the case of peace turns.

## 6.5 Relationships

### 6.5.1 Types of Relationships

Nations can have one of three basic relationships with each other:

- Peace – The nations' units will not fight each other. Nations may not enter each other's territory unless they first declare that they are violating the other nation's territory.
- Alliance – Nations' units may enter each other's territory freely. Allied nations may not declare war on each other until they first break the alliance. Allied nations do not automatically become at war with each other's enemies, however.
- War – Nations that are at war with each other may enter each other's territory and their units will fight each other. Trade routes established between nations at war have a 50% chance of being scrapped during each turn of war and all outstanding treaties involving nations at war are discarded (see the Trade section below for more details on trade.)

### 6.5.2 Changes in Relationships

#### *Diplomatic Actions*

Nations have a number of diplomatic actions they can perform each turn. For every province that a nation controls with 7 Court developments, it gets an additional diplomatic action; for every province that a nation controls with 10 Court developments, it gets two additional diplomatic actions. (For more information on Court developments, see the Developments section below.)

Players may spend their diplomatic actions each turn doing such things as offering alliances, canceling alliances, declaring war, proposing treaties, or planting rumors (see the Diplomacy Advisor section for further details)

## 6.6 Conquered Countries

A nation that goes to war with a country, and successfully besieges its capital, conquers the country. All military units owned by the country are immediately disbanded. All its provinces and cities come under the control of the conquering nation. Resources produced by the conquered provinces are controlled by the conquering nation, and the nation may build new military units and set developments in conquered provinces just as it does in any other province it controls.

## 6.7 Rumors

Every turn, nations are given a list containing bits of information that may have been otherwise unknown to the nations. This list is available in the Rumor Report.



It may include such secret information as the existence of secret treaties, army and fleet locations, and build locations of enemy ships.

In single-player games, the AI (the computer) can spread false rumors, as well as true ones. In general, perhaps 15-20% of rumors are false. The rate of false rumors is based in part on the player's level of Courts compared to the overall level across other nations—more levels of Courts reduce the rate of false rumors. In multi-player games, players have the option to expend their diplomatic action to attempt to plant rumors. See the Diplomacy Advisor section below for more information.

## 6.8 Treaties

Nations can expend a political action to draft a treaty proposal during their Order Phase. Treaty proposals are submitted for approval on the following Order Phase to all the nations to whom the treaty is offered. A treaty accepted by all nations to whom it is offered becomes ratified and goes into effect on the Movement Phase immediately after ratification. The Diplomacy Advisor section below provides detailed instructions on how to make treaties.

## 6.9 Victory Points

When one nation surrenders to another the victorious nation receives a certain number of Victory Points over the defeated nation. The victorious nation may use these Victory Points to construct a treaty, which has clauses worth a total number of points less than or equal to the number of Victory Points, and then impose this treaty upon the defeated nation (see the Diplomacy Advisor section below for details).

### Calculating Victory Points

- Base amount for Surrender:  
3,000 victory points, or VP
- Base amount for Limited Surrender:  
1,500 VP

The following modifiers are also added, which are halved for a Limited Surrender:

- Captured cities:  
1000 VP for cities captured by the victorious nation  
500 VP for cities captured by the defeated nation
- The victorious nation adds VP equal to the sum of its diplomats' Legal scores, multiplied by 10  
The defeated nation adds VP equal to the sum of its diplomats' Legal scores, multiplied by 5
- The victorious nation adds VP equal to its maximum number of diplomatic actions, multiplied by 1000; the defeated nation adds VP equal to its maximum number of diplomatic actions, multiplied by 500
  - For the purposes of counting diplomatic action points, 7 levels of Courts are worth 1 diplomatic action; 10 levels are worth 2 diplomatic actions.
- Defeating an Empire is worth +3,000 VP (see the Empire section below)
- Empires gain +1,000 when they are the winners

However, modified VP cannot fall below the base amount for the type of surrender, nor can it be modified higher than 25,000.

## 6.10 Empire

Nations have an Empire Rating determined by the following factors:

- +1 for every Protectorate
- +1 for every 10 Colonies owned by the nation
- +1 for every Province with 8 levels of Court developments
- +2 for every Province with 10 levels of Court developments
- +4 if the nation has the highest culture rating
- +2 if the nation has the second highest culture rating
- +2 for every Conquered province (not counting those with which they began the scenario)
- -3 for every Homeland province conquered by another nation

If a nation accumulates an Empire Rating of 20, then, at the beginning of the next season, it will be prompted as to whether or not it wishes to declare itself an empire.

### 6.10.1 Benefits of Becoming an Empire

- Adds .5 to the morale of all units under the nation's control at the beginning of battle
- Nation gains national morale and glory each turn it maintains imperial status
- The nation's flag is decorated with an imperial symbol
- The nation gains one additional diplomatic action each turn



## 6.10.2 Penalties for Losing Imperial Status

A nation that no longer qualifies for imperial status at the beginning of any season loses imperial status, as well as significant national morale and glory.

## 6.11 National Morale

A nation's national morale is a measure of the will and enthusiasm of the people who inhabit the nation's lands. National morale is measured on a scale from -1000 to +1000.

National morale is modified according to the following events:

### 6.11.1 National Morale Modifiers

EVENT	NUMBER OF POINTS APPLIED TO NATIONAL MORALE
Battles with Fewer than 20,000 Total Losses ("small battle")	No effect on national morale
Win a Battle	+ total men lost in battle / 1,000
Lose a Battle	- total men lost in battle / 1,000
Battles in Which Each Side Had at Least 100,000 Men	6x the normal national morale gained/lost
Win a Naval Battle	+ total ships lost in battle * 9
Lose a Naval Battle	- total ships lost in battle * 9
Ships Lost in Battle	+ ships lost * 6
Change Feudal Dues (see Feudalism below)	15% chance of -2 to -400, otherwise: -2 to -25
Unit Plunders Home Territory	-5
Starvation	- number population factors starved
Enough Food for Population	+1 if national morale > 0 +1 to +10 if national morale < 0
Capture City	+75
Lose City	-150

Capital Occupied by Enemy Forces of Strength >40,000	-150 per month of occupation
Accepting a Surrender	+200
Surrendering	national morale is halved (which increases national morale below zero), and then -100
Cancel Trade Route (see Trade below)	-25
Empire	+25
Losing Empire Status	-800

### 6.11.2 Effects of National Morale

- Modifies production of resources in each province controlled by the nation, ranging between 90% and 110% of regular production
- Raises or lowers the morale of units in the field by -.5 to +.5

Additionally, if the nation is at war, when national morale is below -750, the nation has a 25% chance each month to surrender spontaneously to one of its current enemies.

Finally, when national morale is below -750, one or more provinces controlled by the nation may riot, destroying one area of development in the province. The presence of a nation's corps or army in a province will prevent rioting from occurring.

### 6.11.3 Insurrection

If a nation's national morale falls below -750, there is a 25% chance each month that one or more of the nation's provinces will stage an insurrection, either liberating itself and becoming an independent country, or joining a foreign power. Only conquered provinces can undergo an insurrection. The presence of a nation's corps or army in a province will prevent an insurrection from occurring.

### 6.11.4 Political Goals

Each nation has an intrinsic set of territorial goals, called political goals, consisting of a list of provinces that the nation desires to control or to see remain independent, called target countries.

*The targets for this player:*

- |   |                             |
|---|-----------------------------|
| 1 | <i>We Control Catalonia</i> |
| 4 | <i>We Control Kent</i>      |
| 1 | <i>We Control Ireland</i>   |

Meeting or failing to meet these goals provides the nation possible glory bonuses or penalties each turn. Political goals can also apply glory penalties for provinces that fall into enemy hands.

## 6.12 Glory

Glory is a measure of each nation's game score. The nation with the highest glory at the end of the game is the victor. Nations earn and lose glory based on their military, economic, diplomatic, and cultural achievements.

### 6.12.1 Glory Modifiers

Below is a table of the conditions that modify a nation's glory. Culture and trade will be discussed in the Economy section below.

CONDITION	POINTS AWARDED TO NATION'S GLORY
Winning a Battle	2 + # of men in battle / 25,000
Losing a Battle	-2 + # of men in battle / 25,000
Winning a Naval Action	2 + # of ships in battle / 3
Losing a Naval Action	-2 + # of ships in battle / 3
Conquering a Country	+3
Controlling a Target Country	Various
Target Country Owned by Enemy	Various
Target Country Independence	Various
Liberating a Country	-3
Protectorate Captured	-5
Capturing a City	+1
City Captured	-1
Capturing a Capital	+2
Capital Captured	-9

Surrendering	-25 (-12 for limited surrender) or (if glory is positive) lose 50% of total glory (25% for limited surrender), whichever is greater
Accepting a Surrender	16 (8 for limited surrender)
Cease Fire	-2
Best Trade Income	2
Second Best Trade Income	1
Culture Development	Total Culture / 20 *

Best Culture Rating	1
Best National Morale > 0	1
National Morale Each Turn:	
> 1900	2
> 1500	1
< 500	-1
< 100	-2
Declare War on Country	-4
Declare War On Nation	-8
Declare Total War	-50
Declare Alliance	2
Cancel Alliance	-3
Empire (each turn)	2
Losing Empire Status	-24

Large battles of more than 100,000 men on each side are worth double the normal amount of glory (in addition to six times the normal amount of national morale). Small battles, with fewer than 20,000 casualties, are worth only one glory.

## 7. Economic Concepts

The economy governs a nation's production of resources, developments, units, income, and so forth. Management of the economy can be left up to computer-controlled advisors, or it can be managed hands-on by the player.

### 7.1 Resources

Resources are displayed at the very bottom of the main map at the strategic level.



There is an icon for each type of resource, plus a numeric value for the amount of resources that have been stockpiled by the player.

Left-clicking on any icon will reveal the expected national income for each resource that turn.



There are several types of resources. A nation's resources are produced at the provincial level but pooled in a single national resource pool. The exception is Men, which is implemented as a pool associated with each province.

#### *Stockpile Limits*

Each resource has a maximum stockpile that a nation can accumulate. A nation may not stockpile more than 2,000 Money, 50 Labor, nor 150 of any other type of resource.

#### 7.1.1 Un-tradable resources

##### *Men*



This represents the usable population level of a nation – the sum of the population levels of all its provinces. Production of military divisions requires recruiting one or more population factors from provinces nearby the province producing the unit. The national draft also draws population from the provincial populace.

##### *Labor*



Labor is used toward completing city developments and for ordering the production of military units.

#### 7.1.2 Tradable Resources

The other goods are commodities that can be traded between nations, and are consumed by a nation's domestic economy.

Note that resource types are generic categories that are intended to include many things. So, for instance, wine includes things such as vodka and beer; spice might include things like chocolate and caviar. Textiles, being perhaps the most important economic activity of the era, are representative of a nation's general capacity for advanced economic activity, and as such are the pre-requisite for several advanced military units.

##### *Money*



This is money held by the national government, to be spent on producing new military units, subsidizing foreign powers, maintaining expenses incurred in the course of state and to upkeep units in the field.

##### *Horses*



Horses are necessary to purchase several types of military units.

##### *Food*



Food is consumed by a nation's population and military. An excess of food, freeing a portion of the people in a nation from subsistence farming, allowing a greater portion of the population to be mobilized for war or for production and development. Scarcity can result in starvation and disease can decrease the amount of available population.

##### *Iron*



Iron is used to purchase military units and can also be used to pay for provincial developments.



## Timber



Timber is used to create military units, especially ships, and also to pay for provincial developments.

## Wool, Cotton



These are converted to Textiles by Trade Labor in provinces. Each province can convert an amount equal to its Population x its Trade Labor / 50.

## Textiles



Textiles are used to create elite units and ships. Excess levels of textiles (above 100) are consumed to improve the nation's level of national morale.

## Wine, Spice, Luxuries



Wine, spice and luxuries are all consumed by a nation to increase its national morale and glory. Each turn each province in a nation desires to consume a certain amount of these resources

### 7.1.3 Luxury and Textile Consumption

Nations will attempt to consume Wine, Spice, and Luxuries each turn. They will also attempt to consume Textiles in excess of 100. The base amount of each resource that a nation desires to consume is equal to its total population divided by 10. A nation attempts to consume this base amount of each resource and, if possible, will consume twice this amount if sufficient levels of the resource are available.

Nations, therefore, will be successful in consuming resources each turn some number of times between 0 and 8. For instance, a nation of population 100 desires to consume 10 wine, 10 spice, 10 luxuries, and 10 textiles (from the textiles in excess of 100). This nation will, if possible, consume an additional 10 wine, 10 spice, 10 luxuries, and 10 textiles, if these are available. The number of times that a nation is able to satisfy its appetite for these resources affects its national morale and glory:

Number of Times Demand for Luxuries is Satisfied	Modifier to National Morale	Modifier to Glory
0	-50	-3
1	-25	-1
2	0	0
3	0	0
4	+10	+1
5	+25	+2
6	+50	+4
7	+100	+6
8	+150	+8

## 7.2 Weather

Adverse weather in a province temporarily lowers production in the province. Ice, snow, heavy snow, flood, and storm all halve the production of the following resources: Money, Food, Labor, Horses, Spice, and Wine.

## 7.3 POW Labor

If a nation captures cavalry as POW's, the horses will be stripped from the POW's, who then become infantry units. 50 Horses will be added to the nation's stockpile for every cavalry unit captured.

A nation can use POW's to increase the labor output in provinces they control. A POW division located in a province owned by the controller of the POW division generates some labor that is divided by the province's labor allocation.

When war between nations is resolved and a state of peace achieved, all POW's will be returned and any POW corps will be automatically destroyed. POW's are also freed if they are ever located in a province containing no enemy military units and at least one friendly military unit.

## 7.4 Developments

There are ten areas in which provinces may be developed: Guns, Walls, Roads, Barracks, Banks, Culture, Farms, Factories, Courts, and Docks.



## 7.4.1 Guns

Guns increase the city's ability to resist sieges, protecting from breaches in the city's walls. They also act to damage besieging units and to attack enemy ships staging a harbor attack against the province.

Each level of Guns, on average, protects against a breach in the walls by up to 15,000 men, and increases the casualties caused by defending troops by 20%.

## 7.4.2 Walls

Walls increase the maximum strength of troops that can be garrisoned in the province's capital city.

Each level of Walls allows one division to be garrisoned in the city.

## 7.4.3 Roads

Roads increase the maximum population allowed in the province. Low levels of Roads limit other developments that exceed the level of Roads. Developments beyond the Roads level of a city take more labor to complete. The increase is double for developments one level greater than the level of Roads, triple for developments two levels greater, quadruple labor for developments three levels greater, etc.

Each level of Roads:

- Allows the province containing the city to grow to one-half population factor larger than the base population of the province
- Increases initiative of units in the province by 5%.

## 7.4.4 Barracks

Barracks increase morale of units created in the province.

Each level of Barracks increases the morale of units created here by .25.

Barracks are a pre-requisite to building certain types of units:

Level of Barracks	Producible Unit
2	Infantry
3	Light Infantry, Army
4	Heavy Cavalry
5	Guard, Heavy Artillery, Corps
6	Horse Artillery
7	Rifle Infantry

Barracks also provide access to military upgrades: as a nation acquires more levels of Barracks, it gets a larger upgrade score proportional to the square of the level of Barracks in each province it controls. At every integer level of upgrade score, the nation acquires access to a new upgrade. (See Upgrades below for more information.) Upgrades are not lost if the upgrade score falls below an integer level.

## 7.4.5 Banks

Banks increase the monetary income from the province.

Each level of Banks increases monetary income by 10%.

## 7.4.6 Culture

Development of a province's Culture – a category that encompasses all types of cultural development in the province – increases glory, national morale, and the power to sway the attitude of minor nations.

Each level of cultural development adds, on average, .05 to a nation's glory each month. The nation with the highest level of culture receives an additional 1 glory each month. If national morale is less than 5 x total cultural level then national morale is increased by total cultural level / 5 each month.

Nations with the highest cultural levels also receive a bonus to their empire rating.

Nations are ranked in order of total cultural development. Nations are assigned a subsidy multiplier based on their cultural ranking. The subsidy multiplier multiplies the amount of money nations pay to subsidize other nations/countries to calculate the change in attitude of that nation/country toward the subsidizing nation. The subsidy multipliers, in order of highest cultural development to lowest, are: 1.2, 1.1, 1.05, 1.0, 1.0, .9, and .8.

## 7.4.7 Farms

Farm developments increase the output of agricultural commodities in this province.

Each level of Farms increases the output of agricultural commodities – Horses, Food, Timber, Wool, Cotton, Wine, and Spices – in a province by 10%.

## 7.4.8 Factories

Each level of Factories increases the output of Labor in a province by 50%, and increases the output of manufactured goods – Iron and Luxuries – by 10%.

Factories also improve the speed at which new artillery units are constructed. If a province has 4 levels of Factories then the production time for artillery is decreased by 1 month; if 8 levels, 2 months; if 10 levels, 3 months.

Factories are a pre-requisite for building certain military units in a province:

Level of Factories	Producible Units
3	Artillery
4	Howitzer
5	Heavy Artillery

## 7.4.9 Courts

Courts allow the production of diplomat units. The level of Courts within a province determines the quality of the diplomats produced there. Courts also add to available diplomatic actions (7 levels of courts provides +1 action; 10 levels, +2 actions). Courts also lower the chance of rebellion units appearing in a province.

## 7.4.10 Docks

Docks reduce the amount of time required to build new ships in a province.

Every two levels of Docks reduce the building time of a ship by one month.

Docks also heal damaged ships in the province in which they are located. Every month, each level of Docks has an 80% chance of rebuilding one strength-factor in a damaged ship located in its province.

## 7.4.11 Synergistic Effects of Developments

If a province has at least 5 levels of both Factories and Barracks then the build-time for cavalry and infantry units in this province is decreased by 1 month. If it has either 8 or 9 levels in both, then the build-time is decreased by 2 months. If it has 10 levels then 3 months.

# 7.5 Colonies

Colonies are off-map holdings of land owned by a nation. Each nation has a certain number of colonies.

Each colony provides one income of Money and 1/10th of a Spice each turn. Blockading a nation's ports reduces its income from colonies.

A nation that controls Egypt reduces the colonial income of all its enemies by 50%.

Colonies can be traded to other nations with the Transfer Colonies treaty clause. Colonies are also useful for a nation attempting to acquire or maintain imperial status.

# 7.6 Trade

Nations make trade route proposals during the Orders Phase. Each trade route has an exporting province (owned by player offering trade proposal), an importing province (owned by player receiving trade proposal), and an amount of up to four different resources produced in the exporting province, to be offered to the importing player in exchange for various amounts of up to four different resources produced in the importing province. See the Economy Advisor section for more details.

These proposals are reviewed by the partner nation during the Movement Phase, during which time they are either accepted or rejected.

Trade routes may be enacted between both nations and countries.

## 7.6.1 Active Trade Routes

When a trade route is accepted, a trade route is put into place that follows the shortest path across provinces. The route may neither pass through enemy territory, nor through a blockaded port. If the route passes through a province or zone containing an enemy privateer, the privateer will plunder one or more of the resources of the trade route. A trade route that cannot find a path between the source and destination provinces will be broken.

Players can view the active trade routes by right-clicking on the main map, and then selecting Map à Show Trade Routes from the popup menu. The trade routes can be hidden by selecting Map à Hide Trade Routes from the same popup menu.

A trade route has a small upkeep cost in Money that must be paid by the exporting player; the cost is proportional to the length of the trade path. The cost is reduced for trade routes that either begin or end in a port province. Non-port trade routes cost one Money for every four provinces through which the trade route passes. Port-based trade routes cost one Money for every six provinces or sea zones through which the trade route passes.

Nations may elect to break their trade routes during any turn; doing so, however, causes a glory penalty and a national morale penalty.

# 7.7 Supply and Upkeep

Nations must pay monetary upkeep and supply food to their units in the field, and the costs of upkeep and supply typically consume a large percentage of a nation's budget.



Each unit has a base upkeep cost that must be paid each round. Failure to pay the upkeep cost causes desertions at a rate of roughly 15% from each unit that fails upkeep. The morale of units that fail upkeep is also adversely affected.

The following affects the upkeep cost of units:

- Plundering units require no upkeep payment
- Units garrisoned within a city require 1/2 the normal upkeep cost
- If a nation's military readiness (see below) is less than 100%, upkeep costs decrease proportionally
- 1/2 of a nation's feudal dues (see below) level goes toward defraying any upkeep costs which the nation incurs

Nations must also pay food (and additional money) to upkeep units through supply depots, or have units forage for food. Units can receive supply if they are adjacent to a supply depot owned by their nation, or adjacent to an allied supply depot if their nation has a treaty with that ally allowing them to use allied supply.



A division receiving supply from a depot uses food and money from its nation's stockpile of resources. The amount of food / money used is modified by any weather effects in the division's province.

Infantry receiving supply consume two food; cavalry and artillery receiving supply each consume one food.

Units in enemy territory require an additional +50% to supply.

Large stacks of units in a province require additional supply cost. Each unit beyond twenty in a province requires an additional +2 money to supply.

A unit explicitly ordered to forage or a unit that is not within range of a supply depot must forage for supplies. The strength of all units in the province is compared to the forage value of the province. (The base value displayed for a province is an estimate; the actual value can fluctuate between 25% and 125% of the displayed value, and by weather and seasonal effects.) If the strength is greater than the forage value, then desertions occur in proportion to the strength in excess of the value.

Units out of supply have significant penalties in combat. Units in a besieged city do not require supply.

Depots must be built in cities owned by a nation or in provinces adjacent to another depot owned by the nation – that is, depots can only be created in “supply chains” that extend back to a nation's city. If a supply chain is broken, depots that are out of supply remain in existence, but each time a unit draws supply from a depot there is a 25% chance that the depot will be “used up” and removed from play.

Depots can be built and maintained at sea.

Before a combat is fought in a province, the attackers have a chance of disrupting supply and destroying the depot there. And thus an attempted attack may destroy a depot in a province even if the attack itself is repulsed. The chance is related to the number of units on each side. Cossack units (especially Cossack cavalry) increase the chance of destroying a depot in this way.

Depot units require steep upkeep costs. Players are encouraged to deploy them judiciously.

## 8. Advisor Screens

The advisor buttons can be found in the lower left-hand corner of the screen.

### 8.1 Economy Advisor

#### 8.1.1 National Parameters



The Economy Advisor screen allows the player to adjust a variety of National Parameters: tax rate, feudal dues, welfare rate, military readiness, and draft-related parameters. Players may also borrow and repay money from this screen.

When a player gives an order to adjust a national parameter, such as military readiness, the actual value of the parameter will slowly change over several turns until it finally arrives at the desired value. The exact rate of change of each parameter varies by nation type.

## 8.1.2 Tax Rate

The tax rate can be changed to increase the amount of monetary income produced by provinces each turn. Tax rates below a base amount spur production of tradable commodities, whereas tax rates above the base tax amount inhibit this production. Similarly, low taxes increase national morale whereas high taxes demoralize the populace and lower national morale.

The base level of taxes, the level which has no effect on the production of tradable commodities, nor on national morale, is 10%.

## 8.1.3 Feudal Dues

Feudal dues represent income from the nation's nobility.

### *Feudalism*

Nations maintain a certain level of feudalism as measured by the nation's income from feudal dues. A nation's feudalism is equal to its level of feudal dues divided by 25. Feudalism provides certain benefits and imposes certain costs on a nation:

- Feudalism lowers a nation's income in all tradable resources (except money) by 1 resource per level of feudalism.
- Each level of feudalism provides a nation with 2.5 Labor and 8 Money.
- Each level of feudalism defrays the cost of upkeeping military units by 12 Money.
- Each level of feudalism reduces the amount of merchant ship income by 50 Money, to a minimum of 20% of the base amount of merchant ship income.
- Each level of feudalism defrays 250 men from the number of men drawn from the nation's draft pool. For instance, a nation with a feudalism of 3 that draws 900 men from its draft pool in a certain month will only actually lose  $900 - 250 \times 3 = 150$  men from its draft pool.
- Each level of feudalism provides free production and support of a certain level of infantry, militia, and cavalry. The exact number depends on the number of provinces controlled by a nation and their current levels of population. If a nation falls below this minimum level, then new units will automatically be produced at certain times of the year in random provinces controlled by the player in order to bring the nation up to its minimum level of feudal infantry, militia, and cavalry.
- Each level of feudalism grants the Turkish player support for two free Janissary units.
- Each level of feudalism grants the Russian player a certain level of free Cossack Infantry and Cossack Cavalry units.
- Each level of feudalism grants the Austrian player a certain level of Landwehr Militia (in addition to the regular Austrian feudal militia).

- Each level of feudalism adds one month to the time necessary to complete a new level of development in any province controlled by this nation.

Nations can choose to increase or decrease their level of feudal dues and thus increase or decrease their feudalism. However, any change in feudalism causes large penalties to a nation's national morale.

## 8.1.4 Welfare

Nations can pay money to care for the sick, lower class members, and veterans of their society. Nations set a certain level of welfare. The exact cost is determined by the poverty rate in the nation, times the level of welfare. The poverty rate is determined by the amount of money the nation has stockpiled in proportion to its total population.

Increasing the money spent on welfare increases a nation's national morale. However, over time the nation will become adjusted to the current level of welfare spending and will cease to derive any increase in national morale from their expected level of spending. Decreases from the expected level will cause a loss of national morale until the new expected level of welfare spending catches up to the adjusted level.

## 8.1.5 Military Readiness

Nations can adjust their rate of military readiness. Lowering military readiness below 100% decreases the effective strength of divisions in the field, but also decreases their upkeep costs proportionally. Furthermore, lowered military readiness frees up manpower and increases the effective population levels of a nation's provinces in terms of calculating the provinces' production of resources.

## 8.1.6 Draft

Draftees are drawn from a nation's provincial population and placed into a training pool. As they are trained, draftees are removed from the training pool and placed into the draft pool. The draft pool is used to re-supply men to a nation's diminished divisions. When the draft pool is full, no further population is recruited into training.

By adjusting the draft age the player can determine the strength obtained from drafting each level of a nation's population. However, increasing the strength per population factor also lowers the quality of recruits, diminishing the morale of the draft pool.

Nations can also adjust the training time. Increasing the training time slows the rate at which draftees are moved from training into the draft pool, but it increases the morale of draftees.



Each movement phase men from a nation's draft pool are removed from the pool and distributed to the weakened divisions controlled by that nation as follows:

- divisions in home territory receive the largest disbursement of reinforcements
- divisions that are outside of the home nation but are in supply receive an intermediate amount
- divisions outside of home territory and out of supply receive only a minimal amount of reinforcements
- divisions inside a besieged city do not receive reinforcements

## 8.1.7 Borrowing Money

A nation may borrow money foreign and domestic creditors. A minimum payment on the balance is due each month. The annual interest rate, compounded monthly, fluctuates according to:

- The total number of wars declared
- The total number of wars declared in which the nation borrowing the money is involved
- The interest rate on loans is also affected by a nation's national morale. Low national morale can raise the interest rate by as much as 8%

## 8.1.8 Economy Expert

If the Economy Expert is turned on, indicated by an 'X' in the Economy Expert box, then the artificial intelligence will help the player manage the economic options present on this screen. With the Economy Expert turned on the player may still change the values of national parameters, though the Economy Expert may undo any changes the player makes to these parameters.

## 8.1.9 National Reports

### *Morale History*

This opens a report showing which factors or events have affected the nation's national morale over the last few turns.

### *Glory History*

This opens a report showing those factors or events that have affected the nation's Glory over the last few turns.

### *Political Goals*

The Political Goals button opens a report showing the political goals of the nation.

### *Military Training*

This opens a report showing the upgrades the nation currently has as well as the total number of upgrades for which the nation is qualified. A nation that qualifies for more upgrades than it currently has will automatically be prompted to choose a new upgrade at the beginning of every season.

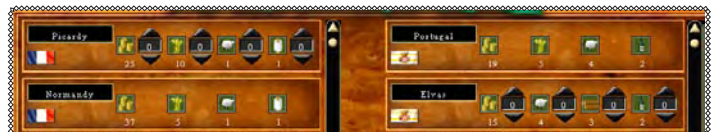
## 8.1.10 Trade

Clicking on the Trade button opens the Trade Proposal screen.



Players can construct trade proposals from this screen. Provinces owned by the active player appear on the list at the left; provinces owned by other nations and countries appear on the right. Total resources for the nation are listed at the bottom.

To propose a trade route, the player selects exactly one of his own provinces, and one province owned by another player, by left-clicking on the province name (use the scroll bar to scroll up and down the lists.)



The player then selects a number of the top four resources produced in each province, using the up and down arrows above and below the icon for that resource.



When finished, the player selects the "Propose Trade" button to propose the trade.

A message box in the bottom left side of the screen will inform the player whether or not the proposed trade is a fairly reasonable proposal.



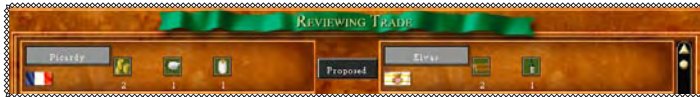


## [Trade Expert]

The player can turn the Trade Expert on and off on this screen. If the Trade Expert is on, the artificial intelligence will automatically propose trades for the player each turn and will automatically accept or decline any trade proposals offered to the player by other nations.

### 8.1.11 Review Trade

Clicking on the Review Trade button opens the Review Trade screen.



A list of all active and proposed trades appears on the center of the screen. By clicking on the button between each pair of provinces, a player can elect to break a trade route to which he is a party, but loses 20 points of national morale.

## 8.2 Development Advisor

### 8.2.1 Labor Allocation

Players can adjust the division of labor in each province under their control.

The areas of labor and their effects are:

- Developments – increases the speed with which developments in this province are completed
- Military – Labor production
- Wood – Timber production
- Iron – Iron production
- Textiles – Cotton, Wool, Textile production from Cotton and Wool
- Agriculture – Food, Horses, and Wine
- Luxuries – Spice and Luxuries



### 8.2.2 Experts

#### Province Development Expert

If the Province Development Expert is on the artificial intelligence will set labor allocation for the player.

#### Military Production Expert

If the Military Production Expert is on the artificial intelligence will purchase military units for the player.

### 8.2.3 Military Production



The player can add units to the military production queue for this province and can inspect units currently in the military production queue.

### 8.2.4 Developmentss



The player can set a development area to improve for this province.

### 8.2.5 Culture Report

This button opens a pop-up report on the culture rankings of all nations in the game. The top cultural nations receive a bonus in the increase in attitude gained when subsidizing foreign countries and the top two cultural nations receive a glory bonus each turn. The nations at the bottom of the cultural list receive attitude penalties when attempting to influence foreign countries through economic subsidy.

## 8.3 Military Advisor

The main feature of the Military Advisor screen is a list of all units controlled by the player, including cities and diplomats.



Players may also turn their nation's Strategic and Tactical Experts on/off from this screen.

The bottom left hand of the screen shows the player's allies, if any. The player can cycle through his allies using the "Next Ally" button if he has more than one allied nation.

The player can spend a diplomatic action to set a rally location for AI-controlled allies only.



An AI player with a rally location set will move his units to the province indicated to the best of his ability. If an AI controlled nation's national morale ever falls below -350 then all rally locations are cleared. Also, if the ally's attitude toward the player is too low then the ally may politely refuse to accept the proposed rally location.

## List of Units

Players can use this list to set detailed commands for units.



They may also adjust unit attachments. To adjust attachments, first select a division or corps by left-clicking on an empty region in its command box. This will select the division or corps. Next, left-click on a city, army, fleet, or corps in the same province in order to attach the selected unit to the unit that was clicked.



## Open All / Close All

These buttons hide or reveal all attached units.

## Strategic Expert

If a player's Strategic Expert is on, the artificial intelligence will move military units on the main map for the player.

## Tactical Expert

If the Tactical Expert is on, the artificial intelligence will make all moves for the player in both quick and detailed combat.

# 8.4 Diplomacy Advisor

## 8.4.1 View Relations

### Table of Nations and Countries

The table has all nations and countries in rows and each nation in the columns.



The relations and attitudes of the nations and countries in the rows toward the nations in the columns are shown in each element of the table. However, attitudes are only visible in places that are adjacent to a diplomat controlled by the active player.

Players can sort this table according to one of five criteria: allies, enemies, hot list, friendly, or unfriendly. For instance, when sorted according to unfriendly the list will be sorted so that the nations and countries with the lowest attitude toward the current player will appear at the top of the list.



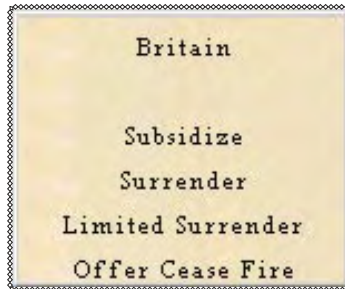


To the left of the row of each nation and country is a hot list button.

If the button is pressed, the nation or country next to the box is added to the player's hot list. The primary purpose of the hot list is to add information to the player's Events Report regarding the country on the hot list that would otherwise be suppressed. For instance, if the player adds Denmark to his hot list, then efforts by other players to woo Denmark with diplomatic overtures or by economic subsidy will be reported in that player's Events Report. Un-pressing the button will remove the nation or country from the player's hotlist.

Left-click on the name of a nation or country to open a pop-up menu of commands relevant to the nation or country.

The list will vary by country, depending on the relation between the player nation and that nation or country. The available commands are:



Offer an Alliance	A nation may spend a diplomatic action to offer to form an alliance with another nation. The other nation may refuse or accept this offer.
Declare War	A nation may spend a diplomatic action to declare war on a nation, provided there are no outstanding peace turns, turns during which one nation may not declare war on another. Declaring war on a nation incurs a glory penalty for the nation that declares war. When war is declared, a state of war is not entered into until the end of the following movement phase.
Total War	A nation may spend two diplomatic actions to declare total war on another nation (or spend one diplomatic action if a player has no more than one action per round). This is the radical measure of declaring another nation's government null and void. A nation targeted by total war may not surrender – war will only end when either all of the targeted nation's cities are captured, or when the aggressor surrenders. A nation targeted by total war receives additional guerilla support from its populace and the sympathy of AI controlled nations. A player declaring total war loses significant glory. (See Glory, below)

Surprise Attack	A surprise attack is similar to a declaration of war but does not require the expenditure of a diplomatic action, and the state of war is entered into at the beginning of the subsequent movement phase (rather than at the end of this phase, as is the case in a regular declaration of war). Surprise attacks incur a much more severe glory penalty than regular Declarations of War.
Offer Cease Fire	A nation can spend a diplomatic action to offer a cease fire to another nation with which it is at war. If the other nation accepts, then the state of war between the two nations is suspended, and the war ends with neither a winner nor a loser. Each nation is left with three peace turns toward the other nation. A small glory penalty is incurred by each nation that ends a war with a cease fire.
Surrender	A nation can spend a diplomatic action to surrender to another nation with which it is at war. When a nation surrenders the two nations return to a state of peace, all prisoners-of-war are returned to their rightful owners, and all military units present in enemy territory are returned to the closest non-island friendly territory. Eighteen months of peace-turns now exist between the nations. The nation that accepts the surrender is the victorious nation and receives a certain number of victory points with which it may impose a treaty on the defeated nation. (See Victory Points for more information.) A nation that surrenders to one enemy is also forced to surrender to all the allies of that enemy as well (this is not true, however for Limited Surrenders).
Offer Limited Surrender	A nation can spend a diplomatic action to offer a limited surrender to another nation with which it is at war. A limited surrender is similar to a regular surrender, except that the nation who is offered the surrender may choose to decline the surrender. If the surrender is accepted, only half the regular number of victory points are accrued by the victorious nation. Nine months of peace turns are enforced between the two nations.
Forced Surrender	A nation whose national morale (see below) falls too low may be forced to surrender during the movement phase. This is handled much like a regular surrender: the nation simply surrenders to a randomly determined opponent.
Treaty Clauses	Treaty clauses, such as Enforced Peace, may automatically set a nation's relationship with another nation.



# CROWN OF GLORY

## Europe In The Age Of Napoleon

A nation that surrenders to one enemy is also forced to surrender to all the allies of that enemy. This is, however, not true for Limited Surrenders.

### Diplomacy Expert

Turn the Diplomacy Expert on to have the artificial intelligence draft new treaties for you and to accept or decline any treaties proposed to you. The Diplomacy Expert may also subsidize countries on your behalf.

### Victory List

This button opens a pop-up report showing the total glory score of each nation.

### Player Details

This button opens a screen that provides detailed information and commands for each nation and country in the game.



On this screen the player can read reports for the national morale and glory of each nation in the game, inspect the political goals of the nations, view each nation's list of upgrades, view the nation's number of colonies and Empire Score, and view the total amount of each resource each nation has stockpiled. Players may also subsidize or declare war on countries, liberate protectorates of which they are a protector, or convert conquered countries into protectorates.

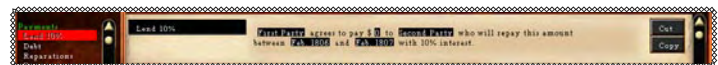
## 8.4.2 Make New Treaty



This screen allows the player to construct a treaty.

Adding a Clause to a Treaty

- (1) Select a clause from the list of clauses and then click on the "Add Clause" button, or
- (2) Double-click on a clause.



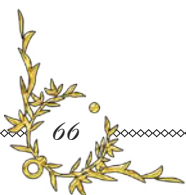
### Editing a Clause in the Treaty Proposal

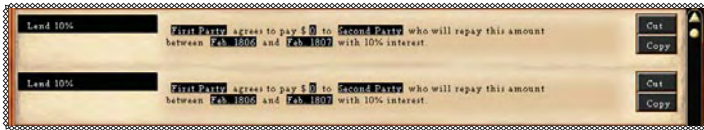
Clauses added to the treaty may have a number of "blanks" that need to be filled in. These are text elements that are highlighted with a black background. Left-click on one of these elements and a prompt will pop-up that will allow you to specify the details necessary to fill in the blank.



### Cut or Copy a Clause

The "Cut" button in each clause removes the clause from the treaty. The "Copy" button adds another instance of the clause to the treaty.





## Treaty Title

This button allows you to change the title of the treaty.



## Read

This button pops-up a text version of the treaty.



## Public / Secret Treaties

This button toggles between public and private treaties.



Secret treaties are known only to those nations that are mentioned in the treaties, whereas public treaties are known to all the nations in the game. The glory penalties for violating or canceling a secret treaty are half the penalties of violating or canceling a public treaty.

## 8.4.3 Treaty Overview

### Secret Treaties

A nation can designate a proposed treaty as “secret”. The existence of a secret treaty is not made known to any nation to whom the treaty has not been offered. The glory penalties for violating or canceling a secret treaty are halved.

### Duration of Clause

Some treaty clauses have a starting date and/or an ending date. These dates give either the duration over which the clause is active.

### Political Value of Treaty / Clauses

Each clause added to a treaty has a certain political value that measures the value of the clause relative to each nation mentioned in the clause. When proposing Terms of Surrender the sum of the political values of all the clauses in the treaty must be less than the number of victory points the na-

tion proposing the treaty has over the nation receiving the Terms of Surrender.

## Terms of Surrender

When one nation surrenders to another the victorious nation gains a certain number of victory points over the defeated nation. The victor can use these points to force the surrendering player to accept a treaty as “terms of surrender” by including the Terms of Surrender clause in a treaty naming the defeated player. Any treaty whose political value is less than the amount of victory points can be imposed as terms of surrender. For instance: Prussia surrenders to Austria and Austria gains 5500 surrender points over Prussia. Austria can draft a treaty that has a value of no more than 5500 and impose this treaty on the Prussian player.



Any “leftover” surrender points when a treaty is proposed are automatically “spent” by a payment clause that is automatically added to the treaty. Another example: the Austrian player has 1500 surrender points over Prussia. If the Austrian player designs a treaty worth 5300 points to the Prussian player the computer will automatically add a payment clause in which the Prussian player is directed to pay a sum of money to Austria that has a political value of 200 to the Prussian player, so that the Terms of Surrender are worth exactly the amount of surrender points that Austria has over Prussia.

## Violating and Canceling a Treaty

A nation that, intentionally or inadvertently, violates the terms of a treaty loses glory depending on the extent or nature of the violation.

Nations can cancel any treaties to which they are signatories at any time, excepting treaties imposed as terms-of-surrender; a nation canceling a treaty suffers a heavy loss of glory points for doing so.



## 8.4.4 Treaty Clause Descriptions

The following is a list of clauses that can be included in treaties.

### *Military Clauses*

Share Depots	The specified nation can use the depots of another nation to provide supply for their units. Nations must still pay their own supply costs.
Free Passage	The specified nation can move through territory controlled by another nation without violating its territory.
Demilitarize	A list of provinces is specified in which the specified nation must limit its total troop strength to the specified amount or suffer a glory penalty.
Arms Limits	A value of military readiness is specified to which a specified nation must adhere between the dates specified.
Remove Commander	The specified commander is removed from the game.
Remove Guns	A specified number of gun developments are removed from the nation's provinces. The number to be removed is divided between the provinces as equally as possible.
Remove Walls	This is similar to the "Remove Guns" treaty, but removes walls.
Scuttle Ships	The specified nation destroys a specified number of ship units including privateers, transports, and all other types of ships. The ships to be removed are chosen randomly from all of the player's ships.

### *Economic Clauses*

Embargo	Nations cannot initiate trade routes with the embargoed nation, and all existing trade routes are broken.
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### *Political Clauses*

Liberate	The specified conquered country or protectorate is returned to independent status.
Cede Province	The specified conquered province or provinces are given over to another nation.

### *Nation-Nation Status Clauses*

Terms of Surrender	The treaty is imposed upon the surrendering nation as terms of surrender.
Refuse Alliance	The specified nation may not enter into an alliance with another specified nation for the duration of this clause.
Declare Alliance	An alliance is declared between the specified nations.
Enforced Alliance	An alliance is declared between the specified nations. This alliance may not be broken for the duration of the clause.
Enforced Peace	Specified nations may not declare war on one another for the duration of the clause.
Declare War	The specified nation declares war on another specified nation.
Surrender	A specified nation surrenders to another specified nation.
Limited Surrender	A specified nation offers a limited surrender to another specified nation. Limited surrender has less negative effects than a regular surrender.
Cease-Fire	The specified nation offers to sign a cease-fire agreement with another specified nation.
Pledge of Defense	A specified nation agrees to declare war on all the enemies of another specified nation for the duration of the clause.
Respect Neutrality	The specified nation agrees not to declare war on a specified independent country for the duration of the clause.

### *Rents*

Lend Unit	A specified nation lends a specified unit to another specified nation. The unit to be lent must have a total strength greater than or equal to the amount specified by the clause at the time at which the loan occurs. While a unit is being borrowed by a nation that nation may not make attachments or detachments involving that unit.
Lend Province	A specified nation lends a specified province to another specified nation.



## Payments

Payment	A specified nation pays specified amount of money from its treasury to another specified nation.
Reparations	A specified nation pays another specified nation a specified percentage of its income for the duration of the clause.
Debt	A specified nation pays specified amount of money to another specified nation with 10% interest.
Lend 10%	A specified nation receives specified amount of money from another specified nation and repays this amount over the duration of the clause with 10% interest.
Lend 25%	As “Lend 10%” but at 25% interest.
Royal Wedding	Specified nations arrange a royal wedding on a given date. Additional glory is lost if either nation declares war on the other for the duration of the treaty.
Transfer Colonies	The specified number of colonies is transferred from one specified nation to another.

- Accept – the player accepts a treaty which has been proposed to him
- Reject – the player rejects the treaty which has been proposed to him
- Counter – allows the player to make a counter-offer to the treaty that has been proposed to him
- Read – opens a pop-up text version of the treaty
- Cancel – the player cancels an ongoing treaty to which he is a signatory, incurring a Glory penalty for doing so

## 8.4.6 Plant Rumor

This option is only available in multi-player games. It allows the player to spend a diplomatic action to enter any message. This message will appear in other players’ rumor reports. There is roughly a 25% chance that a player will be caught planting a rumor, and in this case the rumor he attempted to plant will be prefixed with a message informing the other players of the attempt to plant the rumor.

To plant convincing rumors, players should examine the rumor report to copy the style in which rumors are written.

## 8.4.5 View Treaties

### Nation List

The player can toggle nations on/off in this list. If a nation is on then any treaty involving that nation will be shown in the treaties list.

[screenshot 164a.tif]

### My Treaties

Turns off all nations in the Nation List except the currently active nation.

[screenshot164b.tif]

Clicking “My Treaties” again restores the Nation List to its previous state.

### Treaties List

This shows all of the currently active and currently proposed treaties known to the player. Treaties may have one or more of the following options:

## 9. Game Control Buttons

### 9.1 Options

Clicking on the “Options” button will open up the options screen.



This will display the game options which you can toggle on and off. To turn off an option, click the button for the option, and it will become un-highlighted.



To turn it back on again, click the button again, so that it is highlighted.



## 9.2 Events Report

The player can open the Events Report from the “Events” button on the main screen.



The Events Report contains a summary of the important events of the previous turn, including such things as battles, treaties proposed and ratified, declarations of war and surrender, etc.

## Appendix

### Mouse Controls

Control	Action
Left-click	Select a unit or province
Left-click	Move all selected units to valid province or container unit
CTRL + Left-click	Select a unit without losing current selection; select every unit in a stack of units
Right-click	Opens an Attachment Box showing all the units contained in the object that was clicked. Right-clicking on the map deselects all selected units, or if no units are selected then it opens a pop-up menu related to the province that was clicked.
CTRL + Right-click	Opens an Attachment Box showing everything in the province that was clicked

### Keyboard Shortcuts

#### Main Screen

Control	Action
space bar	deselect all units
‘[’	subtract a division from selected units
‘]’	add a division from province under mouse cursor to current selection
‘m’	issue a move order into province under the mouse without losing selection
‘v’	select all divisions in province under mouse
‘s’	issue a support order into province under mouse
‘d’	toggle depot at province under mouse
‘u’	offer a subsidy of 10 money to nation/country under mouse cursor
‘r’	show relations advisor
‘p’	show list of all nations and countries

'+' / '-' (on the keypad)	cycle through top level non-city units that have not received any order this turn
move mouse cursor to edge of screen	scroll map in direction of screen edge
arrow keys	scroll map
SHIFT + move mouse	scroll map in direction of mouse cursor movement
ESCAPE	open game menu
TAB	toggles visibility of the Relation Summary Bar
ENTER / RETURN	Show total army view
DELETE	toggle between full-screen and summary-screen mode
F2	toggle Militia build mode*
F3	toggle Infantry build mode*
F4	toggle Cavalry build mode*
F5	toggle Subsidize Mode**
Menu key (F9)	open Context menu

\* In Build Mode, if the user left-clicks on a province the program will attempt to issue an appropriate build order to the province on which he clicked.

\*\* In Subsidize Mode, if the user left-clicks on a province then the program will open a dialog that allows the player to give a subsidy to the nation or country that owns the province.

## Detailed Combat

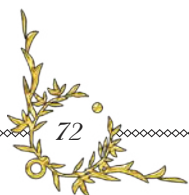
Control	Action
Left-click on hex	Active unit moves to this hex. The unit's facing is along the direction of motion.
Right-click on hex	Active unit faces in direction of this hex. If the right-click is on unit, information regarding unit is displayed.
Left-click enemy unit	Attack enemy by fire-attack, if possible.
Left-click allied unit	Supply Caisson re-supplies a friendly unit within its movement range.
Left-click allied unit	Wake up a sentried or fortified ally
Right-click on any unit	Information regarding unit is displayed (enemy unit information is estimated)
'c' or Charge button	Attack enemy by charge-attack. Attack is against an adjacent enemy in the direction of the active unit's current facing.
's' or Split button	Splits a unit into two units of equal strength. Only units with a minimum of 8,000 men may split. This ends the unit's turn, and the new unit created may not move until the next turn.
'k' or Skirmish button	Deploys or recalls skirmishers.
'm' or Force March button	Unit gains additional movement points but loses morale, and has a chance of losing its "fresh" status and becoming fatigued.
'w'	Unit waits, or delays. It will move later in the initiative order but loses a few movement points each time it does this.
'f'	Fortify. Unit does not become active again until it is awakened. A fortified unit will also rally.
'y'	Sentry. Unit does not become active again until it is awakened, enemy units move within its line of sight, or it is attacked. A sentried unit will also rally.
'e'	Wakeup. Unit under mouse-cursor becomes un-fortified or un-sentried.
'g'	The active unit's commander (if any) is detached from this unit and attached to the friendly unit that is under the mouse-cursor when the 'g' key is pressed. A unit may have at most one commander attached to it.



‘+’	Toggles between the standard view and the chit view.
TAB	Toggles an information overlay on and off, with information about the units on the map.
ENTER	Centers screen on active unit
Arrow Keys	Scroll map
SHIFT + Drag Mouse Cursor	Scroll map along direction mouse is dragged.
Left-click on Thumbnail Map	Centers main map on the location clicked
Spacebar Skip Turn Button	Active unit passes the rest of its turn without performing any actions. This gives the unit a chance to rest and recover morale and possibly to become un-fatigued.
Line Button	Orders the unit to attempt to form the line formation. The approximate chance of success is given below the Line Button.
Column Button	Orders the unit to attempt to form the column formation. The approximate chance of success is given below the Column Button.
Square Button	Orders the unit to attempt to form the square formation. The approximate chance of success is given below the Square Button.
Disordered Display	Shows whether or not unit is disordered.
Surrender Button	Orders unit to lay down arms and surrender.
Skip All Button	Skip turns for all your units till the end of the turn.
Retreat Button	Orders a general retreat. All your units will be routed and flee to the edge of map. After three turns the battle will end with the victory falling to your opponent.
Reinforce Button	Call reinforcements (corps/armies) from adjacent provinces, if available. Reinforcements arrive one or two units at a time at the edge of the map.

## Upgrades

Advanced Scouting I	units penetrate fog-of-war at +1 range during daytime turns.
Advanced Scouting II	units penetrate fog-of-war at +1 range during daytime turns. If a nation has both Advanced Scouting I and II then it scouts at +1 range during night-time turns.
Artillery Drivers	+2 to artillery move
Artillery Organization	+10% artillery damage
Artillery Ranging	subtracts 2 hexes from the range of long range artillery attacks
Bayonet Practice	Infantry +10% on charge attacks
Cannonball Standards	artillery always use only one supply when attacking
Cavalry Ferocity	+33% chance for cavalry to displace defenders
Cavalry Operations	cavalry may retain some move-points after charging
Cavalry Organization	+33% bonus to morale when cavalry change formations
Cavalry Training	+20% to cavalry charge attacks
Colonial Regiments I	colonies provide (1 + colonies/20) militia during spring levy
Colonial Regiments II	Double the effect of Colonial Regiments I
Colonial Warfare I	gives +10% chance to capture colony of another nation at war each month; -4% of having colonies captured
Colonial Warfare II	Double the effect of Colonial Warfare I
Column Fighting	+25% infantry attack from column
Corps System	+1 size to nation's corps
Desert Fighting	suffer no additional casualties in desert; no desert move penalty for rough terrain
Divisional Artillery	Infantry do +50% damage at ranges of more than two hexes. Infantry have +10% chance to smash fortress walls when attacking units located within a fortress.



Double Line Formation	Infantry are +33% damage when in Line Formation, but all hexes are +1 move cost for infantry in Line Formation.
Efficient Supply	units are resupplied to a level of 13 supply (instead of 10).
Elite Guard	doubles the distance at which guard units provide morale increases
Engineering Corps	Reduces cost to cross rivers by 50%. Add 20% to damage inflicted when attacking or charging castles or fortresses. 20% fewer casualties when defending in a village. +20% chance to smash fortress wall when attacking; -10% chance of fortress wall being smashed while defending within a fortress.
Esprit de Corps	morale is restored 33% faster when attempting to rally a unit
Field Medicine I	take 8% fewer casualties
Field Medicine II	take 8% fewer casualties
Flanking Tactics	doubles the bonus damage from enfilading fire.
Formation Drilling	+16% morale when making formation changes while undisturbed. Don't have to make change-of-formation checks when not under enemy threat.
Impromptu Squares	+33% morale bonus when attempting to form impromptu squares
Irregular Tactics	irregular cavalry/Cossacks have weaker charge but retain more move points and not as likely to disorder
Levee en Masse	increases draft training rate and strength-per-population-factor by 33%.
Line Marching	+4 move for infantry in Line Formation
March Logistics I	increases strategic initiative by +10%.
March Logistics II	increases strategic initiative by +10%.
March Logistics III	increases strategic initiative by +10%.

March Training I	Infantry +2 move
March Training II	Infantry +2 move
Massed Artillery I	increases maximum strength of artillery units by +25%.
Massed Artillery II	increases maximum strength of artillery units by +25%.
Massed Artillery III	increases maximum strength of artillery units by +25%.
Mixed Order	non-guard infantry in line formation do -25% damage, but if they have at least 9 move points, can follow-up an attack with a charge if defender can be charged and is disordered; adds +1.0 to unit morale when attempting to form a line=
Mobile Squares	Infantry in Square Formation can move one additional hex
Mobile Supply	+3 to supply caisson move
Nationalism I	add 10 to NML if NML < 100
Nationalism II	add 25 NML if NML < 100
Nationalism III	add 50 to NML if NML < 100
Naval Guns	gives a +1 offensive bonus to ships in combat.
Naval Maneuvers	provides large initiative bonus to ships in combat.
Naval Repairs	gives a +1 defensive bonus to ships in combat. Increases chance to repair depleted ship units at sea from 20% to 90% per month.
Organized Foraging	halves all casualties due to foraging. +1 bonus supply caisson when units in detailed battle are out of supply.
Patriotism	adds additional .5 morale when fighting in home territory
Quality Horses	+20% to cavalry movement
Rapid March	Corps or Army ordered to force-march takes an additional move on the first movement sub-phase

Rocket Horse	horse art do +20% morale loss to target
Skirmisher Training	Infantry in Line formation take -20% damage from non-flanking attacks.
Square Firepower	squares do 1/3 instead of 1/4 fire damage
Target Practice I	+10% on infantry fire attacks
Target Practice II	+10% on infantry fire attacks
Universal Service	reduces food required for population increase in a province by 20%
Wheel Training	reduced cost of changing facing in Line Formation
Winter Fighting I	decrease extra casualties suffered in Winter by 33%
Winter Fighting II	if have both Winter Fighting I & II, then no move point penalty in Winter

## Regional Bonus Units

Nations that establish protectorates in each province of a particular collection of provinces will receive bonus units each spring levee from these protectorates. Furthermore, some nations may not be able to benefit from regional bonus units. The possible regions and their provinces are:

Duchy of Warsaw	Warsaw, Posen, Thorn, Masovia, Krakow	Not Prussia, Russia, Austria, or Turkey
Kingdom of Bavaria	Bavaria, Nuremburg, Tyrolia	Not Turkey
Kingdom of Naples	Naples, Calabria, Sicily	Not Turkey
Kingdom of Italy	Lombardy, Venetia, Carniola, Piacenza, Italia	Not Turkey
Confederation of the Rhine	Westphalia, Saxony, Berg, Hesse, Baden, Wurttemberg, Nuremburg, Bavaria, Tyrolia, Thuringia	Not Turkey
North Africa	Morocco, Oran, Algiers, Tunisia, Tripoli, Banka, Cyrenaica	Only Turkey
Kingdom of Serbia	Serbia, Peterwardein, Banat, Karlsburg, Nish	Not Turkey

## PBEM

Players may choose to start or load play-by-email (PBEM) games from Crown of Glory's opening screen.

A PBEM game should be started by the player who will be playing the first human player on the list of players. When starting a PBEM game the player is prompted to enter a game-name. This will be the name that is used at the beginning of the PBEM save-game files stored in the PBEM directory. The player starting the game must choose which nations will be controlled by human players.

After a player takes his turn in the PBEM game and hits the end-turn button, the game is automatically saved in the PBEM directory. The player is then returned to the opening screen. PBEM save game file names have two files. The filename generated shows the game name, the turn number, and the three-letter abbreviation of the next player to whom the game files should be e-mailed.

For instance,

OurPBEMGame \_5\_Pru.sve  
OurPBEMGame \_5\_Pru.rep

are save game files for a game named "OurPBEMGame" for turn number five of the game. They should be e-mailed to the Prussian player.

In a PBEM game, players may set policy for their nations from the popup context menu on the main screen (click the right-mouse button on the main map and then select "Set Policy.") From the Policy screen players can choose to set their diplomatic attitude toward each nation in the game by toggling three different attributes: aggressive, trade, and alliance.

If aggressive is turned on, then a nation will take any aggressive positions toward that nation whenever they arise (issuing ultimatums, declaring protectorates when the other nation goes to war with countries, etc). If aggressive is turned on, nations will refuse offers of cease fire and limited surrender.

If trade is turned on, the nation will consider accepting trade routes proposed by the other nation.

If alliance is turned on, the nation will accept alliance proposals offered by the other nation.

This diplomatic functionality does not affect single-player or multi-player networked games. It only affects PBEM games.

Players may also set trade import/export policy for individual resources. For instance, if "Iron Import" is turned off, then the nation will not accept any trade route proposal that involves importing iron. If export is turned off, then



the Trade Expert will not propose any routes that involve exporting that resource.

Unlike the diplomatic policy, import/export policy does affect the decisions of the Trade Expert in single- and multi-player networked games.

Players may also set a password on the policy screen for use in PBEM games.

## Strategy Guide

By Steve Rose and Eric Babe

### France 1805

#### *Geopolitical Situation*

France begins allied with Spain. The two nations are at war with Britain, Austria, Russia, and Sweden. All powers start with their units in their home nations. The Coalition against France is converging on Paris, and France's best chance of stopping them is to defeat them in turn before they can converge in Ile de France. Austria is the most immediate threat, and a good strategy is to move rapidly on Austria's capital in Styria and hold that province until Austria is forced to surrender. France begins the 1805 scenario with the Rapid March military upgrade; this allows its armies and corps to make an extra move attempt whenever they are force-marching. If they force-march down from Flanders, then they have a better chance of arriving in force before the Coalition can concentrate its forces.

Don't settle simply for forcing Austria to surrender. If you do this, they'll be back later, and probably at a very inopportune time. Punish them. Aim at reducing their army to ruins. Try to capture all their artillery and force as many of their cavalry to surrender as possible so that you can strip away their horses. If you don't plan on needing any allies, go ahead and plunder their territory.

Britain may invade by sea, most likely along the northern coast, but they may also disembark further south, perhaps in Guyenne. It is a good idea to leave some forces behind to keep them out of Paris. Britain starts with a protectorate in Hanover, and if France has the opportunity, besieging and occupying Hanover is a good way of denying Britain a base of operations on the continent. France has enough ships to threaten the British fleets... if France can converge its scattered fleets and can avoid meeting all of the British fleets at once. France might try to supplement its fleets by borrowing the Spanish fleet with a treaty clause, although the morale of the Spanish ships is quite low, making them not very dependable in a naval action.

Sweden has only a small navy and so will approach by land down through Denmark. They only have a small army, but their units' morale is very good.

Russia is on the march across Austria. Moscow is too far away for France to threaten, and so it will be difficult to knock Russia out of the coalition unless France can prevail in a series of major battles against them. They will be more likely to consider peace – perhaps a cease-fire – if France can remove Austria from the Coalition.

Prussia and Turkey are begin unallied and at peace with every other nation. Both would make excellent allies for France. France can try to propose a treaty to Turkey to borrow one of their armies using the lend unit treaty clause in order to open a new front on Austria's rear, and also perhaps borrow Turkey's fleet for use against Britain. In exchange France can give them passage rights, an alliance, enforced peace for several years. Or instead, France can try to propose a treaty to get Turkey to declare war on Russia. If the Turks can bother Moscow, then the Russians will be compelled to fall back from France in order to defend their own capital, giving France a free hand against Austria. If Turkey and France become allied and both are at war with a common enemy, then the attitude of Turkey toward France will become increasingly friendlier each turn. A similar proposal toward Prussia can be used to keep Sweden occupied, or to open up a new front on Austria.

Be wary of attacking the minor countries while you are at war with other nations. Attacking a minor country also influences the attitude of its neighbors against you, and its neighbors, as well as the country itself, are more likely to rush into the arms of your enemies.

#### *Armies*

France begins with its forces overextended. The Bavarian Army in Nuremburg will be an immediate target of the Austrian forces, and France should either order them to fall-back into Wurttemberg, Thuringia, or Baden, or perhaps make the audacious move of pressing north into Bohemia in order to try to extend the Austrian front.

The VII Corps in Brittany is too weak to stop the British should they decide to invade in force. France might consider detaching a cavalry and artillery division to it from the Grande Armee, or to have the Baden and Wurttemberg divisions join up with it. France can also immediately begin production on a new infantry division in Ile de France or perhaps Berri to help augment the VII Corps.

Ile de France has the best level of barracks in France, and its combination of high levels of barracks and factories means that an infantry will be produced faster here than in other French provinces. However, the Coalition is headed toward the France's capital in Ile de France, and the presence of enemy troops in a province suspends all work on military units under production in the province. So if France fears that the enemy is closing in on the capital, it's better to produce units away from the capital province.

Don't overlook the Army of Naples down in Calabria. If France acts slowly against the Coalition, they sometimes will first attempt to force a surrender against France's Spanish allies by marching on Madrid. Spain has a hard time defending against even a single Austrian or Russian army. France may want to have the Army of Naples, in conjunction perhaps with the Italian Corps in Italia and the Army of Italy in Lombardy to converge with the Spanish military forces. France can set a rally point for its Spanish allies in the military advisor; pick a province and the Spanish will move their army to this location. There are many good places to consider rallying the Spanish: up to Ile de France to protect the French capital, aggressively toward Hanover or even up into Sweden in combination with the French forces in Batavia, or into Austria to help deliver a knockout-blow against the Russians. Beware that Britain may invade Spain while their army is away. Be cautious of Portugal, who is on good terms with Britain and may in any turn spontaneously choose to ally itself with Britain and become a British protectorate. If the Portuguese become a British protectorate, they can move to menace Madrid in short order.

France may consider reorganizing the Grande Armee to create more combined arms in each corps, by removing some cavalry and artillery from the reserve. It may also be advantageous to place the two Imperial Guard divisions into corps rather than keep them attached directly to the army: units attached to corps arrive faster as reinforcements in detailed combat and are more likely to begin adjacent to other units in the same corps.

## *Money*

France cannot afford the army it starts with in 1805. The appetites of your own soldiers are just as likely to defeat France in 1805 as any force of the enemy. France needs to save money and to expand its base of revenue.

Save money by foraging. Don't build depots unless you have 1000 money in reserve to help bear the enormous cost. When you do build depots, try to do so only when your troops mass for an important battle in which you need the supply to win. Increase your draft size to replace foraging losses. If you start increasing the draft pool size early in the game, then it's easier to restrict the conscription age and increase the training time of new draftees so that the draftees available later in the game are of much higher quality than they would be if you had to try to recruit them all on-the-fly. Also note that France has an enormous draft advantage relative to the other nations at the start of the game because France starts with the Levee en Masse military upgrade, which increases the strength available from drafting population.

Increase revenue by raising your tax rate. This will cause a loss of national morale each round, but France can compensate for this by winning spectacular victories on the battlefield. Also, Napoleon's special ability is to increase the national morale of France each month by 20, which allows

France to sustain a much higher tax base than it otherwise would be able to do.

Develop banks in the French provinces. Each level of banks adds 10% to the money generated by the province, so start out by developing banks wherever there are low levels of banks initially to get the biggest return on your investment. It's worth it to borrow money in order to build banks, provided you have sufficient labor to build them.

In the Development Advisor, labor allocation can be set to partially control the economic output of the provinces. Don't overlook putting some labor into "development" – even small amounts of labor allocated here will greatly increase the speed at which new developments are finished. Other labor should be placed into those areas at which the provinces excel: a province with a "Best Resource" of iron should have a lot of labor allocated to iron production. Be careful not to remove too much labor from food production. However, France starts with a large population available in 1805 and so population availability increase through a large excess of food production is not immediately an important goal for France. Provinces with at least 3 levels of factories should have labor allocated into the "labor" area to help continue to build provincial developments and military units.

For trade, set the trade policy options to avoid exporting money, horses, or textiles. (This only works if you have the Trade Expert turned on, otherwise simply refuse trade route proposals that would have France export these things.) A cease-fire with Britain is extremely valuable to France is it allows France to deploy Her merchant ships, and to use Her high income of textiles to build more merchants.

## *Diplomats*

France has many options for Her diplomats. Diplomats with high Legal and Influence, such as Tallyrand, can be sent to England to Pressure Peace. If France can arrange a cease-fire with Britain, then She can deploy Her merchant ships. For the same reason, diplomats high in Espionage can be sent to work Propaganda in Britain, or those high in Influence can be sent to Charm Britain. Diplomats don't require transport by ship, so you can simply walk through the English Channel to get to Britain. A diplomat with high Espionage, such as Fouche, who is set to Spy in England can detect British troops loading onto ships and can give France a full month's warning of an English invasion. The diplomats can be also be put to good use making friends with Denmark, if only to keep it from falling into the Swedish sphere of influence, or with Saxony, which is an excellent supplier of horses. Also consider using diplomats to stop British trade, especially if you are not planning to become friends with Britain any time soon. Britain has a small population base, but tends to have many trade routes exchanging money for food. If you send your diplomats into Britain, keep an eye open in case they should be expelled.

## Strategies for Later in the Game

As soon as you can afford to regularly supply from depots, pick three provinces to be your centers of military production. Ideally they should not border each other so that they have access to the widest possible dispersal of population. Build up their barracks and factories - this affects what they can build, how fast they build it, and the morale quality of the units produced. Try to build balanced groups of units: 1 corps containing 1 guard (if possible), 3 infantry (1 light infantry if possible), 1 cavalry, and 1 artillery. If you can afford specialty units such as riflemen or horse artillery, try to keep them in a centralized location so you can move them into positions where they are most needed quickly.

Continue to balance food production so that your population does not shrink, but try to avoid too rapid a population growth. A large population requires a large amount of food, and when they cannot be fed this causes a continuous loss of national morale. On the other hand, if national morale is negative, the effects of keeping your population well fed has a larger effect on increasing national morale, so if things are looking bleak, it's often worthwhile to increase your populace's food supply. Increase your farm developments so that your food production requires smaller levels of labor allocation, which frees up the labor for production elsewhere. If the population level of a province reaches maximum level, build roads there to increase the maximum population limit.

Consider building extra barracks and culture to get higher levels of military upgrades.

The more you are winning, the more likely your computer-controlled allies are to cooperate against you. Anticipate this by building strong alliances with one or two nations mid-game to help bear the brunt of a strong coalition late in the game. Get your alliances confirmed in writing with Enforced Alliance and Pledge of Defense treaties.

## Britain 1805

A good goal for Britain is to destroy the French fleet, which frees up the British fleet to transport troops all around the map. Port raids are very costly, but are a good source of glory, provided Britain can win the battles. If the French don't have a large army near Brest or Normandy, a British landing in force that captures the city will also take control of the French fleet located in the province. Use diplomats to spy on French territory to make sure their main army is away and otherwise occupied.

Another important goal for Britain is to ensure that Austria is not annihilated early in the game. Consider sending the British armies to help defend Vienna and ordering the Russians to rally there as well. If you do this, it's better to secure a right-of-passage with Prussia and travel over land than it is to try to sail troops all the way down around the Mediterranean. If you do transport your troops by ship, be sure to keep a supply chain adjacent to your units at sea since sea-zones have zero forage value. The Swedish army is en route to Ile

de France, and it may be advantageous to rendezvous with it as it moves into Hanover or Friesland.

Britain has a lot of extra income at its disposal if it can position its merchant ships in lucrative sea zones and protect them from the Spanish fleet and French privateers. This money gives Britain enormous diplomatic potential. Subsidize countries as well as nations to draw them into the Coalition against France. Try to form a good relationship with Prussia.

Decide right now with whom you are willing to go war over minor countries. Will you defend Saxony against Prussia? How about Denmark against Sweden? Egypt against Turkey? Portugal against Spain? Venice against Austria? Saxony and Portugal will probably be attacked in the first few months. Sweden will take Norway first, and only then Denmark. Egypt and Venice shouldn't come up in the first year.

Consider using your diplomats to foment Insurrection in the French protectorates. Batavia is important to France because its naval port does not open onto the English Channel, and this allows France to threaten Britain from a wider angle. Bavaria and Switzerland give France a forward basis of operations into Central Europe. Beware, however, that attempts at Insurrection will make Britain unpopular with other minor countries in the region, so it's best to use this selectively, and with diplomats who have a better chance of attempting it.

Gibraltar is not completely impregnable if Spain chooses to attack it. Britain should consider reinforcing it in this case, possibly with an artillery unit.

If you can't find a fleet or a diplomat, use the '+' and '-' keys. These keys cycle through all your units and people who have not yet received orders this turn.

Build corps as quickly as you can. Britain only starts with two armies. Britain suffers from low levels of free population, and when too much of this population is depleted then the British economy suffers markedly. Concentrate on building good units to make the best use of your small available population: guards, rifle infantry, and heavy or horse artillery.

## Austria 1805

Austria begins at war with France, a frighteningly powerful adversary. Once the Grande Armée arrives you will be hard-pressed to win battles against it. Your immediate goal is to hold out until your Coalition partners in England, Russia, and Sweden can come to your aid. Consider falling back into Hungary and setting rally points in Styria for your British and Russian allies. If the French occupy Vienna in Styria, your national morale will begin to drop quickly. Austria must be careful to avoid losing national morale by setting too high a tax rate or by losing large battles.



Your immediate production goal is to build one or two corps. The Austrians start with their divisions in seven armies, but no corps. Corps can be loaded with divisions and attached to armies. They allow much larger groupings of units, and give many different bonuses to units during combat: increased reinforcement rate, increased initiative, etc. Consider proposing trade routes to increase your textile supply to give you the textiles you need to produce these corps.

If things are going badly for you, don't hesitate to surrender to France. France may accept an offer of limited surrender. Austria's biggest mistake is to allow France to crush its army and capture its cavalry and artillery. France has a larger economic potential and can rebuild faster than Austria, so attrition is not in your favor.

As your national morale drops, rebels will begin to gather in your Hungarian provinces, and on the Turkish border. Building some courts (in Peterwardein and Grosswardein especially) helps to reduce the chance of rebelliousness in provinces. It's unlikely that the rebels will form any serious threat, but they can be quite a nuisance: they can halt production on military units, cut your supply lines, and if three units gather in a province then they may have enough strength to halt the economic production of the province. Austria has enough problems in 1805 without having to worry about a rebellious Hungary.

Austrian diplomats are well used to Charm Prussia, increasing its attitude toward you and making an alliance with them more likely. Delay Battle can also be useful to Austria, with its fragmented military groups: if you send diplomats to delay battle in a province into which you are converging, there is more of a chance that all your units will arrive in the province before the battle begins. If France captures Austrian cities (usually in Tyrolia, Linz, or Austria), consider using the diplomats' Resistance ability to attempt to raise guerilla units in the occupied provinces. As with other nations, Insurrection and Coup can be useful to Austria when used judiciously (Bavaria is one of Austria's political targets, and it helps to get control of it as early as possible). Too much Insurrection and Coup will make everyone hate you.

Consider sending the navy around to help the British blockades - you might get some glory. Britain may also accept a treaty lending your fleet to them for cash or for colonies. Also, consider bribing the Prussians to join in - if you promise not to attack them for three years they will do anything for you.

## Sweden 1805

Sweden's expansionist goals are to gain control of Norway and Denmark, and then to expand at the expense of Prussia. Sweden may need to exercise patience, waiting until the other nations are occupied before declaring war on Denmark and Norway. At the start in 1805 Sweden is at war with France and part of the Coalition including Britain, Austria, and Russia. Sweden cannot afford a major confrontation with France. Consider cooperating closely with your British ally,

setting a rally point in Batavia after the French have moved on Austria; after the British land you can march together on Ile de France (setting a new rally location for Britain).

Britain may be Sweden's greatest impediment to gaining control of Norway. Typically Britain is the only power with the naval power sufficient to land a force in Norway to thwart a Swedish siege in Christiana. Sweden will have a hard time in combat against the British army, so it is best to wait to invade Norway when Britain is your ally or otherwise preoccupied.

If you want to be hostile toward Britain, contemplate allowing France to pay you to attack Britain. While the French navy still exists, this has some hope of success. If you are at war with Britain, remember that they get much of their income from merchants; if you can hunt down their merchants you can cripple the British economy. Also, Britain doesn't get wine natively, so if you can stop them trading for it, their morale will suffer.

Sweden's greatest threat, however, is Russia. There is little direct military action Sweden can take against Russia. Diplomacy is the most important way of defending Sweden against Russia. Try to form a triple defense pact with Prussia and Turkey, or perhaps Austria and Turkey. Or concentrate on making Russia your friend. Trade routes increase the attitude between the two members of the trade route; so make several trade routes with Russia to help forge a strong bond.

Sweden needs to excel diplomatically if it is to have any chance at winning the game. It must be in all the winning coalitions, and it must not let any of its coalition partners get too much glory, which often means that it must change allies. Like Britain, Sweden suffers from low population, the depletion of which critically harms the Swedish economy. Holstein is an excellent province for Sweden to set its sites on, especially if they can also control Mecklenburg and Hanover. Holstein has a high level of barracks at the start of 1805 and, with Mecklenburg and Hanover and Jutland, can more than double Sweden's available population.

## Turkey 1805

Turkey's initial production goal should be... merchant vessels. The Adriatic and Ligurian Seas can be quite profitable to merchant vessels. Turkey with money has choices; Turkey without money is stuck! Note that your high Feudalism hurts mercantile income. Consider lowering your Feudalism if you've got additional merchant vessels in the works, though do this cautiously: each change in Feudalism may take several turns and each turn it lowers national morale, and there's a small chance that national morale will be severely affected. So only try this if you're not at war and can afford to lower your tax rate to help bolster national morale.

Consider renting the Turkish Fleet to the British! This may help you finance a land war against Austria or Russia.

Supply depots are not as important to Turkey, provided that Turkish units can find safe places to forage while they are resting. This is so because, typically, the Turks only have the morale to fight for a few rounds of battle before their morale breaks and they are forced to retreat, and this often this happens before they run out of the supply with which they entered the battle. Also, their great number of irregular cavalry makes it more likely that they can capture and use an enemy supply caisson.

Winning a battle on equal terms against Austria or Russia is very difficult for Turkey. Turkey usually needs to take a longer, more strategic view. A multi-battle strategy often suits Turkey well. Find the enemy's weakest units at the start of a detailed battle, charge the weak units with all the cavalry and irregular cavalry you can assemble, and then retreat and get out of the battle before the enemy can pin you down and punish your infantry. After several battles of this operation, the enemy may be weakened enough that you can force a direct conflict and win the battle. If Turkey can manage to win a battle, its large number of irregular cavalry can deliver a punishing toll on the enemy during pursuit.

Remember that units fighting in their home territories get a morale bonus. For Turkey, this bonus is a significant boost above their normal morale.

As medium term targets, consider Sicily and Southern Italy. If France is doing well against Austria, consider joining in with the French and taking your target Hungarian provinces as a prize when Austria surrenders. Beware that this may bring you into war against Russia.

Don't get your mindset trapped – in time you can build a Turkey of high morale elite troops if you concentrate on developing your barracks. Or become a serious naval power. In 1805, the Spanish navy isn't very big, and the British tend to use theirs to sink the French navy. Cheer every sinking ship. If you decide to make one of these changes, consider dropping military readiness to 50% to provide the money you'll need. At the start of 1805 the rest of Europe is pre-occupied and this can provide the opportunity you need to reform your economy and develop your provinces.

The Turks will have the choice of whether or not to become an Empire early in the 1805 scenario. The extra .5 morale is a crucial help to the Turkish units, who need all the morale they can get. However, Turkey only barely qualifies for Imperial status (21 out of 20 points needed) and so if they lose any wars at all, or any protectorates, they are likely to lose Empire status with devastating results.

## Prussia 1805

Prussia begins the scenario with only a single army, and most of its divisions lie scattered across its territories. Prussia is ill-prepared to march off to war and must spend at least several months building a new army or corps and assembling its divisions together. Prussia has many options, however. If it enters the war on the side of the Coalition and prevails

against France, then the Kleves and Palatinate make excellent prizes should France be forced to surrender. Entering on the side of France is riskier, since Russia and Austria will clobber Prussia if France is forced to surrender. However, if Austria and Russia are forced to surrender to Prussia, then Prussia has an excellent choice of provinces to grab. Prussia can also choose to remain neutral, perhaps while attempting to declare war on Saxony, Brunswick, Thuringia, or even Denmark. This strategy can be hazardous, as the other nations will inevitably declare protectorates in those countries that Prussia is besieging, which will either give prizes to Prussian enemies or will drag Prussia into a war for which it is not prepared. It's good for Prussia to have treaties with Enforced Peace clauses before it pursues this route.

Prussia has high levels of factories in Brandenburg and Magdeburg. Combined with Prussia's naturally high levels of iron, this makes Prussia well equipped to develop artillery units. Prussia starts with an excellent cavalry, and has an ample supply of horses in Masovia, Warsaw, Posen, and Magdeburg. Developing farms in these provinces will increase the supply of horses; if you have more horses than you can use, your allies will love to trade for them.

Prussia's central location increases its dangers, but it also increases its options. Prussia can be a very powerful ally to any nation on the map.

## Russia 1805

Russia starts with a large population, but one that is dispersed over many sparsely populated provinces. Russia requires long supply lines for most ventures toward capitals abroad, but can often save on the length of depots by create sea paths that begin in Corfu, Sevastopol, or Kovno. Note also the special ability of Cossack units to take half-attrition losses from foraging.

The Russians have a generous supply of horses and are well-served by taking cavalry-related upgrades. Their numerous low-development provinces provide a lot of room for development, and the Russians can get many military upgrades if they concentrate a portion of their economy on developing barracks and culture in their under-developed provinces.

Russia's main problem is France. France can accumulate a large glory, and Russia has a long way to go in order to reach the French capital without allies. If France is not dealt a severe blow early in the game, Russia should resist the temptation to weaken Prussia and Austria because it will need their help against France later on to deal with France.

Russia, with a large amount of timber, has the potential to build a navy that can rival the British navy by the end of the scenario, especially so if the Russians take the naval upgrades when these are available.

Russia should try to gain control of at least one province near Western Europe – perhaps Mecklenburg or Thuringia. These can provide a base of operations and can significantly

shorten supply depots if Russia needs to march on France, Austria, or Prussia.

Russia has two good artillery upgrades at the start of 1805 scenario -- Artillery Organization and Artillery Drivers which increase the power and speed of Russian artillery in detailed combat. Moscow has a high level of factory development and can produce good artillery; however, they are very slow to move out of Russia as divisions. Consider moving them to Ingria and shipping them to the front by fleet.

The Cossack Cavalry, and to a lesser extent Cossack Infantry, have an increased chance to disrupt enemy supply depots when they fight a battle in a province -- even if the Cossacks lose the battle. Your Cossacks replenish in the spring if their numbers get too low, so don't be afraid to use them aggressively against enemy supply depots. Try to use your Cossacks to surround enemy units and cutoff their lines of retreat, forcing the entire enemy army to surrender when defeated in battle. Cossacks cavalry don't do well in charges against ordered enemy units in detailed combat, but they are an excellent support unit, and great for use against disordered enemies.

## Spain 1805

Spain begins the game allied with France, and at war with Britain, Austria, Sweden and Russia. Strategically, though, you need to make a decision about who you want to support: Spain is one of the few countries to have real choices, since no one else really wants any parts of Spain. (You do begin with most of Italy.)

## Notes:

1) Gibraltar is worth a great deal of glory to you: consider making it a priority. Doing so will require a blockading force, however--and that might require facing the British fleet in combat. They are much better sailors than the Spanish in 1805--you will need to outnumber them significantly to beat them. If you can, get French or Turkish fleets to help--try to borrow their fleet on loan, for example. The only alternative is to build LOTS of artillery and try to swarm Gibraltar under. Its not likely, but it is possible.

2) France may need your help to beat the allies, so consider sending some, perhaps to joining the Grand Armee. Consider using "support" orders to only move into an area if the French do first, or calling them into detailed battle as reinforcements.

3) Build a fifth level of barracks in Madrid as soon as you can--you need to build some corps counters to bulk up the army. Some decent cavalry and maybe guards would help too.

4) You've got some trade goods that other nations would like--particularly once you aren't at war with 4 of them. Horses (Andalusians are the preferred mount for officers in the period), cotton, wool, wine - people will trade with you for these. You need to be a little careful though: do

you really want to help your trading partner that much?

5) Overall, the Spanish economy is robust and promising, but your provinces are shockingly underdeveloped.

## Miscellaneous Strategic Tips:

Identify the province with your highest level of barracks and docks. Build your units here whenever possible, and improve these developments whenever you can afford it.

Build guard units as soon as you can if you do not start the scenario with any. One or two guards are invaluable in detailed combat. Don't build too many guards, as guards decrease the morale level of all your other infantry units. If you build your guard units early, you can avoid the morale drain on subsequently produced infantry.

The French corps and armies can intrinsically hold larger numbers of units than the corps and armies of other nations.

Provinces have a size-limit that sets the maximum number of divisions that any nation can bring to a battle. Bad weather, mountainous and other rough terrain, and attacks across a river are all factors that lower the size-limit for a combat. If you are outnumbered, try to fight the combat in a province with a lower size-limit, and get the invader to cross a river while attacking you, if that is possible. A low size-limit in a province can go a long way toward negating the advantage of superior numbers.

You want to be able to mass a big army: an army with three maximally stocked corps attached to it.

If you plan on capturing cities, bring some militia with your army. This way you can use them to garrison the cities you capture, rather than wasting good infantry units to do the same job. Capturing cities is a great way to increase the victory points you acquire when an enemy finally is forced to surrender. Cities you control are worth extra victory points. Captured cities can also serve as sources of supply chains, and so can shorten your supply chain and save you money. Capturing a city also disrupts enemy production in that city: use your diplomats to spy and find cities with large production queues, then capture the city to make your opponent waste all resources he spent trying to build those units.

Establish a role for each of your armies and corps. A large number of low-morale militia in a corps might be for besieging cities. Turkey's irregular cavalry are great for this: they can march a long way quickly, and their morale doesn't matter much as the besieger. Very high morale units can be put into a special corps that fights battles in provinces with low size-limits, such as mountainous terrain. You can also organize badly depleted divisions into a corps that can then be sent back into friendly territory to be replenished from the draft pool.



Don't forget the merchants! They are an essential source of income for most nations that are aspiring to greatness. If you are being blockaded by Britain, try to build a merchant in a port not being blockaded and slip the merchant out to sea as soon as it is built. If you run to the far corners of the map, the British might not find you.

Make sure you have enough fleets to blockade any port cities you want to siege. Blockading a port for a siege only needs one ship in a fleet. And don't forget to blockade cities you are besieging: ports under siege take much longer to besiege if they are not also blockaded at sea. Also, these small fleets can also be used to attack enemy privateers and merchants. Just don't expect them to beat a real combat fleet! A fleet is expensive to upkeep, so don't build them unless you're going to use them.

Concentrate your diplomats to maximize their effect.

Try never to let high morale units die from starvation. If they do, they'll be replaced by low-morale replacements from the draft pool.

## Tips for Detailed Combat

### *Role of the Units*

The role of the infantry is to fix the enemy in place. After the enemy is engaged, infantry fire attacks or artillery can be used to disrupt enemy formation and cause them to become disordered. Following up with a charge attack against a disordered enemy is the best way to do significant damage; a charge by an infantry will sometimes suffice, but cavalry is best.

Try not to charge an enemy until after their formation is disrupted; sometimes you have to, but it is less efficient.

Ideally, establish an infantry wall, in line formation, and have the enemy come to you (in column!) Have the artillery firing over their heads if you can (from a height from behind the line of infantry). When the enemy units are in disorder, have the cavalry charge them and then return the cavalry back behind your lines to rest until their fatigue is gone and to reform if they are disordered.

Infantry can be used as a poor man's artillery, and can be used as a poor man's cavalry. Cavalry can't do the job of artillery - if a cavalry charge is used to disrupt an enemy in formation, you probably won't get any more use from that cavalry division for quite a while - though charges against the rear, or against an outflanked enemy infantry, are worthwhile uses of cavalry. Artillery isn't very good at doing the job of cavalry: disordered troops are harder for the artillery to hit than men formed into nice neat lines.

If you are being menaced by a lot of enemy artillery, try building riflemen units. These sharpshooters do triple damage against artillery units in fire combat.

Your artillery can become tangled when they are involved in combat. Tangled artillery can change facing but cannot move. If you find that you have tangled artillery, you can keep on firing from the same position, or skip your turn and rally: rallying usually untangles tangled artillery.

### *Facing*

You do the least damage if you fire at their fronts; you do the most if you fire at their backs. You do the least damage firing behind yourself, and the most firing forwards. So ideally, fire to your front at their rear! This is also true for charging: charges are better against the enemy's flanks and rear. Cavalry can avoid the zones of control of enemy infantry, as can guerilla units, so use them to get to the rear of enemy infantry.

### *Formations*

Column formation is for moving. Line formation is for firing and, to a lesser extent, for charging. You can move in line, and you can fire in column - its just not what they are best suited for. However, it is far better to fire and charge in line than to stand around in disorder. Assess your chances of the formation change, and the threat of the enemy taking advantage of some disorder, and decide. [Hint: resting a turn may improve your chances by increasing your unit's morale. Moving out of enemy zone of control helps too, as does moving into a clear hex. The presence of a commander in the division also helps.]

During the pursuit phase, forget line: you need the movement capability to catch up with them and charge.

### *Freshness and Fatigue*

Fresh troops do the most damage. Non-fatigued troops do well. Fatigued troops do poorly. Disordered troops can't attack. Routed troops are done for. Keep a fresh division or two in reserve and throw them into battle where the enemy's line starts to waver, where his units are shaken or where their morale starts to dip. A unit loses its freshness if it takes more than 25 casualties, so if you can, avoid having your fresh units engage in pointless exchanges of fire and save their damaging volleys for a flanking attack at close range.

Rest your forces: you usually do more damage attacking every second round and resting every second round rather than firing every round!

The morale and fatigue recovery ('rallying') improve with a general: move your general to the division that needs him the most. This is a far more important use of generals than their combat bonus.

## *The Morale Goals*

Your strategic goal in the battle is to kill as many enemy soldiers as possible. Every soldier who dies won't be fighting you in the next battle or the next war. You also want to capture their artillery so you can use it in the next battle. Your tactical goal is to win the battle, and to do this you have to keep an eye on morale.

Try to have a safe haven where you can move units with low morale (or currently in disorder) so they can recover without being further attacked. Try to keep them safe from enemy cavalry charges in particular.

Pick the enemy's lowest morale units, and focus on them: it only takes a few units breaking for a ripple effect to cascade through the enemy. Concentrate your fire.

The enemy will be trying to have a rest and recovery area too. If you can sneak some units in there to make sure those units are routed rather than resting to come back in the battle, that is a great thing to do. (Hint: reinforcements called into battle can be particularly good at this.)

Attacking units that are already routed is only done for the strategic goal: for the tactical goal you would let them run away and focus on the next unit to break. In a close battle where you are not certain to prevail, it is best to focus on the tactical goal and allow the retreating enemy to escape.

Watch out where you place your disordered units. Your units can normally pass through other friendly units. However, your disordered units don't allow other friendly units to pass through the hex they occupy. If one of your units on a road or in a gap becomes disordered, it can bring your whole army to a halt.

Your guard units raise the morale of all friendly adjacent units once each turn. They can provide crucial support for a flagging line.

The way the rules work, when a unit is routed all units on its team within 6 hexes take a morale loss of .5. Units that have a morale less than the unit that was routed take an additional loss of .5. So if you manage to rout an enemy guard unit, all the other units in the area take a loss of 1 morale. If this breaks even one of those units in the area, then all units in the area take an additional morale loss, and so on. Also, all your units gain a small amount of morale when they break the morale of an enemy unit within 6 hexes. So sometimes it is worth charging a unit a few times even if it puts several of your units in disorder: you must make the judgment based on the situation.

Having low morale units in reserve can make all the difference (by reserve, I mean not engaged in combat and far enough away not to be affected by it). However many low morale units can become a liability if the enemy can find them and turn the lot of them.

## *Supply*

Units in supply do significantly more damage than units out of supply; units out of supply take much more morale loss in combat than units in-supply. Charging is not as affected by supply status as fire-combat, and may be a good alternative for units who find themselves with little hope of being re-supplied.

Ideally, have a depot in or adjacent to the area before the combat occurs - that will make sure you get lots of caissons.

If you don't get many caissons, you can: (a) capture some of your enemy's, a good charge will capture a caisson and give it to you for the remainder of the battle; (b) ending your unit's turn in a village or fortress adds a small amount of supply to the unit.

The enemy know how important supply is - if they get a chance, they will rout your supply caissons. Protect them! (Hint: they can make great bait!)

## *Skirmishers*

Sometimes you should give the enemy a target. Let them fire at a particular unit. Order that division to send out skirmishers to reduce the damage they take; use a light infantry if you have one. Don't have them fire back when it's their turn!: they need to rest to recover the morale they are losing. And make sure you pull them out if their morale starts to go or they get in disorder - they aren't there to sacrifice themselves: they are there to make the enemy waste their ammo while you are doing horrible things to them!

Skirmishers are also great for delaying an enemy in an area of the battlefield where you are outnumbered or overpowered. Fall into rough terrain and deploy your skirmishers.

If you are outnumbered but have some divisions with high strength, consider splitting them into two groups early in the battle. This will lower their morale a bit, but if it prevents you from being flanked by the enemy, then it is well worth it.

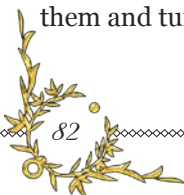
## *Cavalry Tactics*

Cavalry can be used to get infantry to abandon their line formation and to form emergency squares. Do not do this too early, however, but wait till your infantry and artillery are close enough to inflict punishing damage on the squared enemy infantry. Or consider saving your cavalry for when the enemy's units are disordered.

## *Terrain*

Beware of mud and swamps and ice. Units in this terrain take extra damage in combat.

The easiest terrain for changing formation is clear terrain. Units in line formation cannot enter rough terrain, nor can



they move across rivers. So don't deploy into line too early.

Artillery units on a height have some advantages: they can fire farther and can fire over lower units. However, artillery does much less damage against enemies not on the same height as the artillery. Your infantry can screen your artillery from charges if your infantry are in formation and adjacent to an enemy unit trying to charge your artillery. Keep your artillery screened! If you can't, retreat your artillery into rough terrain, where it will be more defended against charges.

## Scenario Guide

### The Era

The Napoleonic Wars—also called the Great French War, to include those early years when Napoleon was not a commander—stretched for more than twenty years across an entire continent, and involved every major power—and most of the minor ones—in Europe. The major powers of the era were France, Austria, Russia, and Britain. Britain and France vied for control of the seas. Lesser powers included Prussia and Spain, as well as Sweden and the Ottoman Sultanate. Many smaller nations, such as Piedmont-Sardinia, Bavaria, Naples, and the Netherlands, played a role as well. The general rules of economics and diplomacy were much the same as today, though they were played out in often very different contexts and with different technologies.

The nature of war itself was altered, as nations began to implement national drafts, alter or abolish feudal institutions, and further develop the technologies of war and supply. Battles were fought with musket and cannon, and sometimes bayonet and sword, especially during an infantry or cavalry charge. These were some of the largest battles in history, sometimes with up to two or three hundreds of thousands of troops, and tens of thousands in casualties. National armies reached stupendous sizes; at one time, it was estimated that France fielded well over a million troops throughout Europe. Battles were fought over the course of an entire day, sometimes two or three. Some troops were specialized—lancer battalions, carrying long spears on horseback; squadrons of riflemen, with their slower but more accurate firearms; cuirassiers and heavy cavalry, often wearing armored breastplates; and so on.

The conflict began as a direct result of the French Revolution of 1789.

### *The French Revolution*

When the Estates-General—the representatives of France's three social classes (church, nobility, and the so-called "middle class")—were called upon by the King, Louis XVI, to meet in 1789, for the first time in nearly two centuries, it was due to a fiscal crisis. Over the last two centuries, the Crown had

ruled without legislature, and had badly overspent itself in its numerous wars of expansion, conquest, and competition, particularly in its conflicts with the merchant empire of Great Britain (and most recently in the War of American Independence.) The nobility, unchecked by the rising middle class, had kept itself free from equal taxation, but now the Crown faced bankruptcy. The resentful bourgeoisie—the middle class—were also underrepresented in the phantom legislature, and hoped to increase their political influence in accordance with their rising numbers. Seizing their opportunity, the so-called Third Estate had declared itself the National Constituent Assembly, and began a call for revolutionary laws and measures against the nobility. The rhetoric of revolution stirred the populace to open revolt, beginning with the storming of the Bastille prison on July 14. The revolution spread to the countryside, and the King found himself a prisoner of the National Guard (under the leadership of General Lafayette, hero of the American Revolution some ten years before.) Indeed, even the military began to be swayed by the anti-Royalist cause.

A Constitution was eventually drafted, making the King a mere figurehead. The rulers of Europe trembled in fear and anger at these dangerous developments, and resolved to return Louis XVI to his former authority. (The emperor of Austria, Leopold II, was in fact the King's brother-in-law.) Leaving France alone would set a dangerous example for the subjects of the other nations, perhaps serving as a precedent for further revolutions abroad. Nevertheless, the King was forced to sign the constitution, and the new Legislative Assembly convened, dominated by the liberals—the revolutionaries. However, the members of the Constituent Assembly had voted to keep themselves out of the new government by forbidding themselves to run for new office, and less than a year later the Assembly was in chaos. (The man who proposed this particular piece of disastrous legislation may be familiar: his name was Robespierre.)

In the spring of 1792, a call for war was raised, supported by both the royalists and the liberals. The royalists hoped to regain their authority by victory on the battlefield, and to regain control over the military; the liberals hoped to spread the principles of their revolution to neighboring lands. Leopold II had died, and his successor, Francis II, was far less interested in a peaceful resolution to the problem, and so France declared war on the Hapsburg Empire in April. Little did they know that they had sparked a conflict that would run for two decades, altering the state of warfare itself. Prussia joined with Austria, along with some minor German states, and the Great French War had begun.

### The Scenarios

In Crown of Glory, you will be guiding your nation through one of five scenarios set during the era from which you may choose, each beginning at one of five key moments: September 1805 (the Standard scenario); August, 1792; March, 1796; June, 1815; and a fantasy scenario set in March 1820.



## 1805 (Standard)

After the revolution, France battled a coalition of allies, led by Austria, Prussia, and Britain, for five years before forcing their surrender. The Treaty of Campo Formio in 1797 gave the Austrian Netherlands and the Rhineland to France. Piedmont and Parma had already been annexed, and a French protectorate was declared in the remainder of Italy north of Tuscany, with the exception of Venice, which was awarded directly to Austria. Britain soldiered on, but was no longer involved on the continent, and faced rebellion in Ireland. France stood triumphant, and at the head of her armies stood the nation's general, Napoleon Bonaparte. Napoleon had achieved fame at the head of the French armies in Italy. Separating the armies of Piedmont-Sardinia and Austria in a signature move, he defeated each in turn, moving on to inflict defeat after defeat upon Austria after the surrender of Piedmont. After Napoleon invaded the Tyrol and achieved victory there, Austria sued for peace. Meanwhile, Napoleon had included his subtle involvement in politics, and recent elections had granted the royalists new powers. Napoleon himself came under attack for his conduct of the war. This business was quickly put down in another coup by a general sent to Paris by Napoleon himself. Thus Napoleon established himself as guarantor of the Republic, and returned to Paris in triumph, becoming a popular hero, and the most famous figure in France.

Aggressive actions by the Republic continued. A misadventure in Egypt temporarily distracted Napoleon, but France would move to make not only Switzerland, but the Papal States, a dependency as well. In order to meet these continuing threats, and alliance between Britain, Austria, and Russia formed the Second Coalition (with the help of some monetary persuasion by Britain) and invasions against France were attempted in Italy and the Netherlands, but they accomplished little besides the capture of the Dutch fleet. Nevertheless, French forces were losing battles, and so Napoleon returned to France, and with the support of the remaining legislature, overthrew the government of the Directory in a coup. He declared himself First Consul, standing at the head of both the government and the army, and returned to the field, achieving victory over Austria and forcing their surrender. Britain and the Ottomans forced France out of Egypt, but the war was ended the following year, in 1802. Peace would last only a year before Britain again declared war on France. Britain, however, was unprepared for any military actions on the continent, and so she remained content to bide her time, resting behind the secure wall of her navy. Napoleon knew he needed to invade Britain, he was powerless to do so, and attempted unsuccessfully to distract her fleets elsewhere. Meanwhile, he had himself crowned Emperor, and in the spring of 1805, proclaimed himself King of Italy and annexed Genoa.

This has drawn Austria to return to war against France, and Russia has been brought into alliance with Britain as well, and so the War of the Third Coalition has begun. Napoleon I, emperor, contemplates his strategy for maintaining dominance of the continent. Napoleon's plans for an invasion of

Great Britain have been set aside, as Villeneuve's fleet remains blockaded by Nelson in Cadiz, and the Emperor now lacks the means to distract or defeat Britain's navy, in order to make way for what would have been an unprecedented landing of troops on British soil. Instead, Napoleon turns his attention to the continent, and to the gathering forces of Austria, who has joined the Third Coalition after Napoleon annexed Genoa and proclaimed himself King of Italy. A massive re-orienting of armies from the Channel to the south of Germany is necessary for Napoleon to secure victory against the forces of his rival, the Holy Roman Emperor. Fortunately for Napoleon, he has been joined this time by the independent-minded King of Bavaria, and the newly-emboldened Electors of Baden and Wuerttemberg (recently appointed to these positions by the Imperial Diet under Napoleon's influence.) Nevertheless, he must watch the northern front carefully, as Britain has sworn to liberate the Netherlands, now straining in protest against the occupation by France. As always, it will be a costly war, but victory would give Napoleon dominance in both Italy and Germany, a fine prize indeed.

Austria's resolve to vanquish Napoleon's armies stands firm, and despite her defeat in 1801 as a member of the Second Coalition, she knows that the banner of the House of Hapsburg was nearly victorious just a few years earlier in Italy. Nevertheless, the Holy Roman Emperor faces a severe loss of authority, as that Empire has recently been reorganized under Napoleon's influence, and she has lost considerable territory in Flanders and Italy. Furthermore, the military might wielded by the social reorganization of France is undeniable, and the French armies are clearly headed by a man of genius. She must ally with a substantial power, such as Russia or Prussia, in order to bring down the French. Indeed, Russia's armies are now crossing the Carpathians to assist their new allies against the threat of Napoleon. Yet guarding the Italian frontier seems necessary—for who can say which direction Napoleon's armies will come? But can Austria afford to divide her forces? Perhaps a single, crushing blow against the French would be enough to force Napoleon's surrender. Yet miscalculation could lead to disaster—if the French were to occupy the capital, it could mean almost immediate surrender for the Austrians, instead. In addition, the Ottoman border has traditionally required constant vigilance. Yet perhaps now is the time to abandon it to defend against a greater foe. Or is it? Surely the Prussians can be counted on either to join the alliance or to remain peaceful neighbors. Or can they? Austria's northern armies assemble along the Danube, poised to strike at the army of Bavaria.

Russia so far remains secure from the threat of France behind the lands of Prussia and Austria, who serve as both allies and enemies according to Russia's needs. She still hopes to win Finland from a slowly weakening Sweden, and has achieved slow, steady success against the Ottomans in the south. Her fleet is reasonably strong, if significantly hemmed in both in the north at St. Petersburg as well as in the south at Sevastopol, and her army is large, though with many untrained troops. Her vast population requires immense amounts of food to feed, and modernization remains an issue. In spite of this, she gained a significant slice of Poland in the recent

partitions of that unfortunate land. However, this has given them yet another potentially rebellious province, though for now the Eastern banks of the Wistula have been subdued. The same seems true for the Cossack lands to the south, and the Baltic provinces to the north...for now. This has left Russia free to contribute an important and large force to the efforts of Britain and Austria to deal a blow to Napoleon's ambitions. Russia is still too far away to engage the enemy directly, but her forces stand ready, and could make their way to the Danube within a few short months—if necessary.

Britain's army remains too small to be very influential, but her navy rivals that of France, and she has used it to wise effect by hemming in France's fleet. The vessels of Britain's fleet have kept Britain safe from French invasion. Indeed, Britain has joined with Russia in an effort to rid Flanders of the French threat, which would thereby secure both her borders and the Channel. Nevertheless, the French fleet is a formidable foe, with larger ships and money at home to build more. Is Britain's army really large enough to effectively assist on the continent? Or should she remain a naval power for now? Furthermore, Ireland remains dissatisfied with Britain's rule, and a revolt was only recently put down.

Prussia has nervously remained aloof from the grand alliances since her defeat in the campaigns of the First Coalition. So far safely ringed by a cushion of minor German states, the French threat grows ever-stronger, and it seems only a matter of time before Napoleon turns his stern gaze towards Berlin. Perhaps the French Emperor will attempt to liberate Poland from her Prussian overlords, or force concessions in northern Germany. Yet does Prussia have the military manpower to stand up to the French? She may need an alliance, perhaps with her former rival to the south, Austria—or her rival to the north, Sweden. Yet an alliance may incur the wrath of the French, and Prussia remains safely neutral for now. Furthermore, her army is disorganized and scattered across the kingdom—and could her economy support an army large enough to field against the French? Her fleet is miniscule, and any one of her neighbors could effectively march against her. She must play her hand carefully.

Sweden continues to maintain the status quo, but Russia eyes Finland hungrily. The King, Gustav IV, has declared his fanatical hatred for the French and for Napoleon, and joins the Third Coalition against the general. Some whisper that he is unbalanced. Sweden must pay close attention to her economy, or else leave its management in the hands of experts, if she is to remain competitive. She retains a reasonably strong fleet—one that has recently defeated the northern Russian fleet in the Baltic, and might do so again, so long as Russia does not send her southern fleet northwards. A temporary alliance with Denmark has now fallen apart, as Denmark aligns with France. Sweden has always desired to win Norway back for herself—is there really anything standing in her way? Relations with Austria and Britain remain tenuous, but not unfriendly, and the Ottomans are an odd but real ally. With some planning, could Sweden win back some old territories from her southern rival, Prussia? Perhaps now is the time for a revival of Swedish fortunes.

Spain has wavered back and forth between Paris and the coalitions, and the Bourbon king has now allied himself with Napoleon against the Third Coalition. Spain's army is in dreadful shape, and her generals dangerously few. Ongoing rivalry with the Ottomans has occupied her in the past, though a tentative peace currently rests between them. Her former global supremacy now counts for naught, but she maintains a reasonably large fleet, and France relies on it for support against the British. Her neighbor, Portugal, has also fallen in stature over the previous century or two, but is building a surprisingly strong force, threatening her directly on the peninsula. And Portugal's cooperation with Britain is no secret. Should Spain march with France against her distant cousins, the Hapsburgs? Could she hope to win some territories in Italy? Or would she leave herself open to invasion by an alliance between Portugal and Britain? Is the Barbary coast of North Africa ripe for conquest? Or would this prove an affront to the security of the Ottomans? Perhaps the unimaginable threat of a Russian invasion should not be entirely counted out, either.

The Ottomans have their hands full in merely maintaining the borders of the Sultanate, but there are some ready opportunities for conquest. North Africa may be nominally under their authority, but their autonomy amounts to full independence, and they remain only warily friendly towards Istanbul. Indeed, conflict with Algiers has recently led to open war. But their armies remain fairly small compared to the Ottoman army, and they may prove an easy conquest. Yet how would Spain view such an encroachment? Egypt has been recently subdued, and is quiet for now, but does the Sultan need a powerful army to remain at home in case of further rebellion? Russia continues her belligerence, and has recently annexed Georgia. Serbia and Wallachia are also unhappy with Ottoman rule, and Austria is no friend. Corfu has recently become a hot potato between the European powers—perhaps now it is finally the Ottoman turn to rule there. Her fleet may not be strong, but the Ottoman fleet overlooks important trade routes in the Suez and the Black Sea, and traffic through the Bosphorus must pass by the walls of Istanbul.

## 1792

The wave of revolution in France grows to a towering peak, as it finally brings the nations to arms against one another. Nearly three years after the storming of the Bastille, the infant Republic struggles to achieve stability. Prodded by the royalists' need for military authority, and the liberals' desire to spread their revolutionary principles, France has declared war on Austria. France's cause at first looks hopeless: their ill-trained troops ran at the first sign of gunpowder in the Austrian Netherlands (and subsequently murdered their commander.) General Lafayette is ready to flee his post, which would leave the French forces in the field without a general. Prussia seems ready to make alliance with Austria, and they together could form a multi-national force in Germany, perhaps including a contingent of French émigrés from the nobility, outraged at the usurpation of their rights

and privileges by the Assembly. With a few good victories over the under-trained and ill-supplied French troops, an alliance might hope to put an end to the revolution once and for all.

Meanwhile, in Paris, the city government plots to declare itself independent and in revolt against the Legislative Assembly. As the year has worn on, the King and the Assembly have found themselves in conflict more and more frequently, and a breach between the royalists and the liberals has opened. Calls by the populace for the arrest and imprisonment of the King have been raised, and even those liberals who supported the King—the constitutional royalists—have joined with the voice of the masses. The nervous monarchs of Europe wish to restore Louis XVI to power, and Austria works to bring Prussia into an alliance. Jacobins—a revolutionary wing of the liberals—work to lead the commoners into insurrection, and the possibility of a coup is now discussed openly. Can the weakened forces of the Republic defend France against the forces now surrounding her?

France faces an immense challenge in battling the potentially combined forces of Prussia and Austria. Victory is not impossible, but it may take careful strategizing and clever movements of armies. In addition, France may wish to try and appease Britain or Prussia in order to keep them out of war, perhaps with a large payment of money, or other diplomatic offerings. Or, she may wish to do the same with Spain—perhaps even to win Spain to her side. The Ottomans could help put pressure on Austria, and keeping Russia out of the conflict would be quite helpful, as well. France does have a sizeable navy, though it is ably challenged by the British. Suing immediately for peace is a sensible option, as well. If the allies do invade, keeping war costly for them could be quite helpful—diplomats can accomplish this, as can harassing their supply lines.

Austria, too, has been struggling with a restless peasantry, and finds herself at the end of a century-long struggle for dynastic stability. Long has the crown of the German Empire rested on the heads of the Hapsburgs, but German unity remains fractured under a bewildering array of minor states and ecclesiastical provinces, themselves divided between Protestant and Catholic confessions. The Emperor has just died, and his son, Francis, has succeeded him. As Holy Roman Emperor, he is obligated to defend the German princes from foreign enemies. Junior branches of the Imperial line have long dominated Italy as well, and the Emperor has recently come into possession of the Spanish Netherlands, the Catholic duchies of Flanders, which tug against the rule of Vienna. In the south, the Ottomans maintain a guarded peace, while in the East, Hungary rumbles in mild discontent. In the north, the dissolving Polish kingdom seems ripe for conquest. Can Vienna unite the disparate lands of her multi-lingual empire? Or will she bankrupt herself in a failure of economic reform, to fall prey to the same forces that now engulf France? Her armies are ready to meet those of Prussia in Germany, if necessary, and strike against the French across the Rhine. Hesse's forces could be useful in this regard, as could those of the French émigrés. Yet could

she rely on Prussia as an ally? Should she? Perhaps after France is defeated, Austria might turn her attention to winning back Silesia from her northern neighbor.

Russia is so far uninvolved in the troubles far to the west—much more interesting is the possibility of a conquest of Poland. However, she knows neither Austria nor Prussia would grant her the whole of that once-great land. How much of Poland might she hope to gain? Would war with Poland bring another nation to ally herself with the Poles? It could ignite a continent-wide war, especially if she were to try and absorb Poland entirely. Other prizes beckon, as well—Finland could drop into Russia's hands with a successful war against Sweden; and several Ottoman provinces, such as Wallachia, yearn for autonomy from Istanbul. How many soldiers can Russia really afford to send abroad? Management of her vast populace is a challenge in itself.

Britain, too, remains uncommitted against the armies of France, though she certainly recognizes the dangers of the revolution. So far it has preserved the crown of Louis XVII, but if the revolutionaries present a great enough threat, it might be enough to bring Britain to the continent, perhaps in alliance with Prussia or Austria. Britain has a merchant empire to attend to, however, and perhaps the time would be better spent accumulating wealth. Alternatively, diplomacy could be a useful tool in swaying the favor of the nations and countries of Europe. Nevertheless, some opportunities for military conflict exist here and there—perhaps in Scandinavia, perhaps Portugal, or even far off in Egypt.

Prussia's rapid rise to power has hit a brief lull, as the successors to the genius of Frederick the Great struggle to accommodate his gains. The new King, Frederick Wilhelm II, has moved to acquire the German settlements in the east from Poland, and hopes hungrily to divide the remainder with Russia (knowing full well that a complete conquest of Poland by Prussia would incur the wrath of the whole of Europe.) This distracts him somewhat from the affairs on the Rhine, the Duke of Brunswick stands ready to lead an army in alliance with Austria. So far it looks as though the old rivals Prussia and Austria will cooperate, but do they need to? Could the struggling French forces be crushed by Prussia alone? She may need to woo another German state as an ally—perhaps Hesse. And even were they to defeat the French in concert, what next? Does Austria have plans for winning Silesia back? On the other hand, Prussia has been steadily moving towards acquiring more lands in the west of Germany. And Saxony has been a long-desired prize.

Sweden finds herself in a somewhat poor strategic position. Russia covets Finland, and Denmark maintains control over Norway. Prussia's star is rising in the south, and Britain rules the seas. At home, Sweden's politics and economy remain fluid, at times supporting the revolutionary movements, at times repressing them. Perhaps some sort of agreement could be reached with the French. Assuming the French are able to stand against the allies, of course. Perhaps this is an opportunity for Sweden to become involved on the Continent—but against France, or the allies? With



the right amount of influence, Poland might ask Sweden for protection—a useful resource in case of war with Russia. In either case, some time may need to be spent building up Sweden's military strength. Her navy is not half-bad, however, and she could plausibly stand up to a small enough force—Russia's northern fleet, for example.

Spain under Carlos IV is opposed to the Revolution, but has not yet made alliance with the enemies of France. Weakened by decades of corruption, intrigue, and poor leadership, she nevertheless has a few options available to her. North Africa beckons as a belligerent but potentially lucrative land, ripe for conquest, and shoring up her interests in Italy may be advisable as well. She should be wary of the Ottoman interests in the Mediterranean, however. Alliance with France is not out of the question entirely, either. Spain may also wish to look even further abroad—perhaps she could hope to win back her share of the Netherlands? It would probably take an alliance with another power—probably. Portugal was once united with the crown of Spain, and could be hers again, but is she too close to Britain to assure Spanish success?

The Ottomans have been attempting serious reform, both social and military, but resistance by the conservative elements is strong. Friendship with France remains close, but has so far not resulted in effecting the needed changes to military technology. A large but relatively poorly-equipped army is not completely powerless, but they have tended to lose their wars. The slow retreat of the frontiers has been ongoing for more than a century, and the Crimea was just recently annexed by Russia. Egypt is rebellious and semi-autonomous. North Africa seems like a fairly safe opportunity for expansion—but shoring up the northern frontier with Russia and Austria seems like a priority. An alliance with a friendly power to the north would be very helpful—Sweden and Prussia seem surprisingly open to negotiation, and Britain is anxious to maintain a favorable relationship with the Sultan. Spain is weak, and would an invasion of Italy be out of the question?

### 1796

The Revolutionary Wars had gone incredibly well for the French, beginning with the battle of Valmy. A French cannonade had sent the Prussian army back across the frontier, and France went from victory to victory in driving. The new French policy of *levee en masse*, or mass conscription, grew their army into an unprecedented size, and against the unprepared allies, it was nearly unstoppable. Meanwhile, the revolution had taken a decidedly radical turn, abolishing the monarchy, and establishing yet another legislature, the National Convention. This legislature would prove a unique creation, as it claimed executive power for itself, and indeed functioned without a Constitution, as it postponed drawing one up until an indefinite date in its future. Despite achieving some notable accomplishments for the nation—including the *levee en masse*—it quickly devolved into the infamous Reign of Terror, during which tens of thousands were killed by the guillotine. Threatened by armies abroad and dissent

at home, the Convention moved to arrest and execute its foes, establishing political power by threat and coercion.

The Terror was stopped in 1794 in a counter-revolution. The new government, a group of five executives who call themselves the Directory, now needs to consolidate its power with military might. Facing empty coffers at home, the French leaders need the wealth of foreign lands to maintain France's finances, and also recognize the need to keep their army occupied and away from Paris. The National Convention still meets, but its powers have been effectively rendered null. In Paris itself, a young artillery commander who had distinguished himself some years earlier at the siege of Toulon had been given the command of the National Convention's security guard. Attacked by an angry mob, he repelled them with his famous "whiff of grapeshot" (a light artillery assault), and won the attention of the Directory, who saw in him a valuable asset to the Republic. After some weeks of politicking, they sent him to command in Italy, where he would begin the final phase of the War of the First Coalition.

France stands on the edge of victory, with only Austria and Sardinia standing against her. Britain has effectively abandoned the continent, content to wage war by sea alone. Prussia and Spain have each made a separate peace—indeed, Spain has signaled she may be ready for an alliance. The Netherlands have been completely conquered, and the Rhineland is now under French control. Should France attack Austria on both northern and southern fronts? Should she concentrate her forces in one direction or the other? An invasion through Switzerland might be fruitful, but the terrain there may limit the forces available for battle. It could be time for France to consolidate her gains—but perhaps she should press on, to Germany, or the remainder of Italy, or still further abroad.

Austria stands alone with Piedmont-Sardinia against the amazingly victorious French armies. She must now choose her strategy wisely. Should she take the offensive, or the defensive? Should she retreat her forces to unite them at home? Is there any hope for a new alliance with Britain or Prussia? Is Russia close enough to be of any help? What if the Ottomans were to attack in the Balkans—what then? A difficult situation, indeed.

Russia remains content for now, having recently annexed much of Poland and Lithuania. Should she continue the policy of reforms begun by her aging monarch, Catherine the Great? Or are there more important matters to attend to? She has recently gained territory on the Black Sea—that might be a suitable region for expansion. Indeed, the Mediterranean might be opened if Russia could conquer and island such as Corfu—that might leave Italy itself open for annexation. Could she look even further afield, to Spain, perhaps? Austria seems to be struggling against France—should Russia intervene? If so, on which side? Is France or Austria the greater danger?

Britain seems to have too small an army to effectively intervene on the continent, but naval power remains important. On the other hand, a well-chosen landing could put British soldiers to good use—perhaps in Provence, or Portugal. But should Britain fear Spain? The Spanish do have a strong navy—one that could prove dangerous, in the wrong hands. Perhaps diplomacy is a better option for keeping Spain out of the hands of Britain's enemies. Care must always be paid to the northern powers of Sweden and Denmark, as well, and Russia might be friend or foe.

Prussia seems safe for now against the armies of France, and remains occupied with the recent annexations in Poland. But how long will France hold back from advancing on Berlin? Is Russia a threat? What about Sweden? On the other hand, either power might be used against the other, in an alliance with Prussia. Dominance in Germany remains an important goal, but France is a newly surprising rival in that area. One must always be wary of Austria—she no doubt covets her former territories in Silesia.

Sweden faces difficult choices, as always, but currently maintains a cautious peace with both France and Britain. Alliance with Austria seems like a possibility. Should she take the chance to attack Denmark? They may ask another power for protection—Russia, for example. Some counter-influence might be necessary there before a declaration of war. With the right coalition, an expedition against Prussia might prove useful. On the other hand, perhaps time should be taken to strengthen her forces before foreign adventures.

Spain seems to favor France now, and together the two could present a powerful force on the seas. But could Spain defend herself on land against an invasion by one of the other powers? It might be best to wait until France has settled her war with Austria. But Spain could easily join the French army in Italy. Couldn't she?

The Ottomans no doubt wish to regain their former provinces in Russia and Austria. They should beware, however, of foreign influence, especially in potentially rebellious provinces such as Egypt. Alliances with France, or even Sweden or Prussia, might not be entirely impossible. It would be quite helpful—especially against Russia, or if the Sultan wished to invade Austria in the Balkans.

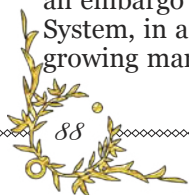
## 1815

It is difficult to summarize the last ten years of the war, but they include many of the great events in the history of Europe. Austria and Russia were defeated at Austerlitz, and Prussia in turn was defeated at Jena the following year as a part of the quickly-arranged Fourth Coalition. A subsequent campaign in Poland against Russia left Napoleon master of the continent. However, he had lost at Trafalgar to the British navy, and remained unable to land forces on that fortunate island. Napoleon had another option: economic warfare. Raising an embargo against Britain, he established the Continental System, in an attempt to cut off Britain's markets from her growing manufacturing business. Britain attempted to cir-

cumvent these restrictions via smuggling and ultimatums to her trading partners (resulting in the War of 1812 with the United States, along with other causes.) Portugal flouted the system, and France invaded to force them to join the embargo, committing France to occupy Spain in order to support its troops. This would prove a costly strategy. Although an uprising in both Spain and Portugal was put down, Britain decided the time was right to return to the continent, and landed to begin a long and ultimately successful campaign against the French. The at times harsh Spanish landscape was unable to effectively support France's large armies.

Eventually Russia, too, was to reopen trade with Britain. Determined to maintain the embargo, Napoleon built an immense force on the Polish border, and invaded Russia in the fall of 1812 with an army of half a million troops. The long march and Russian winter, however, would prove unkind to the French, and though they reached Moscow, the Russians had burned the city, making it impossible to adequately shelter and supply what remained of his soldiers. In the end, the cost of the campaign proved too great to bear. Continuing it was impossible, and Napoleon returned to Poland the following spring with only the tattered remnants of his broken forces. With losses in Spain mounting, Napoleon returned to Paris to regroup, but in this moment of French weakness, Prussia once again joined forces with Russia to turn, together with Britain, against France. After an immense campaign in Germany, and the return of Austria to the coalition, Napoleon was at last defeated at the Battle of the Nations in 1813. He retreated towards Paris, but his cause was doomed. Despite some remaining victories, the Allied manpower of the Sixth Coalition was too much for him, and his authority was waning. Few troops responded to calls for fresh recruits, and Napoleon abdicated in April of 1814. The allies banished him to the island of Elba, thinking they could imprison him there, and prevent him from ever returning to the continent. The Congress of Vienna convened, and the powers both great and small in concert once again began divide the map of Europe. Prussia was to receive a handsome Rhine province; Russia was to receive a semi-autonomous Poland; Austria was to surrender most of Italy in exchange for direct control of Venice; and so forth.

However, France finds to her surprise that all is not lost. It appears that Napoleon could not be contained, and after a year, he has managed an escape from his island prison. Briefly left unguarded, he sailed from Elba to land in Provence, and has come to Paris, slowly gathering a larger and larger force of loyalists to his cause. (Legend has it that he even faced a line of soldiers prepared to fire upon him, daring them to shoot their Emperor. It is said that they backed down, and immediately joined his cause—though recent research suggests that their guns were in fact filled with nothing but powder.) French prisoners-of-war have been returned by the allies to France, and Napoleon can now field a much larger army than in 1814. Few of his former generals, however, have rallied to him, though he has regained the confidence of a few. The unpopular King Louis XVIII has fled Paris as the crowds welcome Napoleon back to his former capital. Promising reform at home, Napoleon has made



no specific mention of military goals outside the nation, but the allies feel sure that he will indeed attempt to reclaim France's "natural boundaries" up to the Rhine, including the Netherlands to the north. Threatened again by the prospect of an over-powerful France, they have joined together in a final alliance, the Seventh Coalition, despite Napoleon's efforts to woo Austria away (she had briefly formed an alliance with Napoleon after defeat in 1809, but turned again to join the Sixth Coalition in 1813.) Napoleon faces armies of overwhelming numbers, and knows his options were few. He could either retreat to Paris, and fight a defensive strategy against the oncoming armies of the allies, or with some luck, he might be able to separate them, and defeat them separately in a series of battles—first, perhaps, against the British, then against the Prussians. The British have landed in the Netherlands, joined by a Dutch-Belgian contingent led by the Duke of Orange. If Napoleon is to strike, it seems he will have to quickly move his armies to Flanders. If he can pull off victory here, perhaps the Austrians and Russians would falter in their resolve and sue for peace. Or, perhaps he could reach the Austrians before the Russians arrived, and perform another one-two blow. But the Russian army seems to be steadily advancing from Poland. Is it really possible that Napoleon could pull off another miraculous victory? Or has fate finally caught up with him?

In 1815, all of Europe was bent single-mindedly against Napoleon. Austria, Russia, Britain, Prussia, Sweden, and Spain are, for now, at peace with one another, and even the Ottomans are not currently engaged in a foreign conflict. The nations were weary of war, and hoped that their territorial disputes would be resolved at the tables of Vienna, and no longer on the battlefield. But who is to say what resentments still simmered underneath the flattering faces of diplomacy? Historically, Austria, France, and Britain signed a secret treaty pledging war against Prussia and Russia if Prussia were to annex Saxony, and Russia were to annex Poland as far as Posen. What if Prussia and Russia had not backed down? Perhaps France is doomed; if so, could not an opposing nation turn her attention elsewhere? Are the British and Prussians enough to take care of Napoleon? In this scenario, as in all others, one need not feel hemmed in by the actual course of history. Any number of options might be available to the astute sovereign.

### *1820 (Balanced)*

In this scenario, each nation has been given roughly equal power. They have all been restored to their 1789 borders, but with some significant additions for a few. No protectorates are assigned. Attitudes between nations and countries have been equalized. Armies, upgrades, developments, and national parameters have all been balanced, to place eight equal powers on the map. The abilities of diplomats and generals have also been made roughly equal. In this scenario, a nation may feel free to make whatever decisions she wishes, limited only by her abilities and powers of imagination.

The stage is set, and the curtain rises upon the next act of the Great French War. Drums roll, bugles call, and banners are unfurled above the marching of tens of thousands of troops, wide-eyed recruits alongside battle-scarred veterans, sabers clattering alongside the bags of grapeshot, the wheels of hundreds of caissons rattling, as generals plan and diplomats plot, and as all of Europe reaches with their desperate hands for...THE CROWN OF GLORY.



# Credits

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Royal Philharmonic Orchestra  
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**Our Strength**  
We thank God for giving us the ability and strength to complete this project and follow our dream. We would also like to thank our families and friends for giving us their non-stop love and support during this project.

*Personal Notes:*



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